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INTRO

After taking part in a strange adventure in an online game known as "The World," a young boy still finds himself with more questions than answers. Known in the game world as "Kite," his journey began when he joined the immensely popular game thanks to his friend's urging. After a quick introduction to the game world at the hands of his friend's character, Orca, things suddenly became a lot more real as events in the game world caused Kite's friend to lapse into a coma in real life.

The events that put Orca into a coma also left Kite with a strange bracelet. It enables him to hack the data of "The World" in amazing ways, helping him in his quest to put the pieces of the puzzle together and find out what sinister secret lies beneath this seemingly innocent game.

At the start of .hack//MUTATION, Kite has spent most of his time trying to find a girl known as Aura, an enigmatic being that may be the key to the mystery. Just as Kite manages to find her, however, she gets drained by a creature known as Skeith. Kite and his friends manage to defeat the foe, but it's too late—Aura has apparently been destroyed, broken into fragments.

As the system returns to normal after a crash, Kite logs in again to find a new path to follow in search of a cure for his friend.

.hack//MUTATION is the second game in a planned series of four. The first, .hack//INFECTION, covers the events from Kite's character creation until Skeith's destruction, while this installment takes place where the last game left off. Remember that this is only the second game in the series, which means that some items won't have a use yet, and some mysteries and stories will remain unfinished.

If you haven't played .hack//INFECTION, you can still play .hack//MUTATION and get a full gaming experience. If you did play .hack//INFECTION to completion, you can import your game information from a save with the special Data Flag and bring your character friendship levels, items, equipment, and everything else into this game. Basically, this enables you to continue the story without breaking stride.

So whether you're a first-time player or picking up where you left off, there is a lot of adventuring ahead. Jump in, immerse yourself in "The World," and see where the journey leads next!

GETTING STARTED

After the way that .hack//INFECTION eased players into the game world through Orca's quick tutorial, .hack//MUTATION is a bit more abrupt, requiring the player to get into the game without an opportunity to warm-up. With the help of the information in this chapter, though, you'll be off and running in no time.



NEW PLAYERS

While this book tries to balance guiding new and veteran players alike, much of the information is based on having converted a saved game from. hack//INFECTION. Thus, for new players of the game, some events or quests in the book may not be reached at quite the same pace as they are mentioned in this strategy guide. For example, it might take longer to build your inventory up to the higher-level equipment suggested, or you may not receive an email when indicated.

Some of the side quests also involve a bit more work. While there are five new Goblin Tag challenges outlined in this book, new players need to complete five others first *before* reaching these challenges. While Flag Racing is open from the beginning of the game, it will take a player just starting. hack//MUTATION a while to build up Grunty food and raise the Grunties needed to participate.

This is a bit of a challenge, but not insurmountable. Play the game at your own pace, and if you start to feel overwhelmed, visit plenty of non-story dungeons to collect items and earn experience. Explore at your own pace. This chapter and the game manual should provide the basics on getting through the game, while the "Advanced Hacking" chapter should help you hone your skills once you have the basics down.

To start the game, select "New Game" from the Main Menu and enter your user name (the character's "real world" name) and character name.



RETURNING PLAYERS

If you completed .hack//INFECTION and have a Save File with the special Data Flag, things should go quicker. You can convert your saved data into .hack//MUTATION by choosing the "Convert" option from the main screen (not "New Game"). Select a File with a Data Flag from the previous game to load the information into your new game. This loads your statistics, items, and options from the previous game.

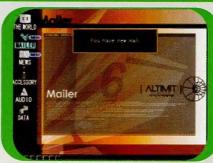
There are a few new things waiting for players of .hack//INFECTION. Things like new items and a new side quest—the Flag Race. Keep your eyes peeled, and have fun as you continue your journey.

LOGGING IN

The Desktop

As the game begins, sit back and watch the opening cinemas. They provide a summary of the first game's events, providing a refresher course for those who may not have played .hack//INFECTION in a while.





When the time arrives, log into the Desktop. For those new to the game, this acts as the interface between your character's "real life" and the net. Basically, it serves as a portal into "The World." From the Desktop, you have the following options:

- "The World": This takes your character to the game's entry screen, where you can either log in to the game itself or read the message boards.
- Mailer: This is where you read email and respond to messages that allow a reply. When you receive new mail, a "new" symbol appears over the Mailer icon. You are also notified of any new mail while in one of the servers' Root Towns.
- News: This area contains news items of interest from the character's real world, some of which may tie into the game world in some way.
- Accessory: This area is used to change your Desktop image. At the start, you can only change between three distinctly colored versions of one basic design. As you progress through the game and meet goals from within the Books of Ryu, you collect more images from which to choose. You can also collect a few rare images in other ways.
- Audio: While the Accessory option is used to change your desktop image, the Audio option is used to change your Desktop's background music. You only have one type of background music to start, but you can collect more through the course of the game. The Audio option also enables you to view the movies from throughout the game as you collect them via the Books of Ryu. Keep in mind, though, that you need to complete the game to actually watch the movies.
- Data: This is where you save your game from the Desktop. Select Data, then choose your memory card.

At the start of the game, there is new Mail and News waiting. Your inbox even contains some of the most important emails from the first game—even if you've never played it—so read them all to learn a few more details. All players have a new email from BlackRose, one of the other major characters and party members in the game, as well as one from the CC Corporation who runs "The World." This message informs players of a new Version Upgrade, allowing the new Flag Race side quest. (See the "Side Quests" chapter for more details.)



After reading all of the emails and news stories, it's time to head into "The World" to see what it holds. Select the top icon labeled "The World" to access the game.

The Entry Screen



Accessing "The World" from your Desktop takes you to the game's entry screen. Here you can Log In and enter the game itself, or read the message board. When there are new posts to the board, an icon appears showing that there are new messages.

For all players, new messages appear in the threads "Virus," "ALTIMIT," "Network Safety Law," "International Geographic Discontinued," and "Version Upgrade Information." Read them to refresh your memory with some of the older posts if you want. First-time players also have other threads marked as new. These contain the posts that allow players to get started on the side quests left from the first game. They may help you meet some of the extra characters who help out in this journey. As you read a post with a Keyword in it, the Keyword is automatically added to your Word List. When you're done with the board, select Log In from the Entry Screen to jump into the game world.

While a lot of the posts on the message board are fluff and chatter, there are also important posts that reveal game information. Sometimes the game cannot proceed until you check a certain message on the board, so check the board often and read each one.

Into "The World"



As soon as Kite logs into "The World," a girl wielding a huge sword greets him. For new players, this is BlackRose, the first character who Kite teamed up with in .hack//INFECTION. She's been his companion throughout his quest, for reasons of her own which still remain mostly unexplained.

BlackRose wants Kite to travel with her back to the previous game's final dungeon to see what happened to the monster that appeared after defeating Skeith when the game crashed. She will wait in the same spot until Kite adds her to his party and enters that area. Until then, wander around and take care of any other busi-

ness. Of course, to get the most out this free time it helps to have the basics of the towns and dungeons under your belt. But before you can learn about the areas, you must first learn about Kite.

YOUR CHARACTER

Remember that in "The World" you play the role of Kite, who is in turn the character of a boy in the "real world." The two worlds can meet at times, but for the most part it's easy to get into the role of Kite and treat him as your own newlycreated character.

Personal Menu

To use items and skills and accomplish other tasks, open the Personal Menu (press the 🖾 button and make your selection from the following options:

Open the Skills Menu and scroll left or right to switch between Attack, Magic, Recovery, Strenghten, Weaken, and Data Drain skills. Not all Skills are available at all times.
View and use items. Scrolling left and right moves between Items, Scrolls, Books, Treasure, and Equipment.
View and use items. Scrolling left and right moves between tems, estimate, between tems, personal, if possible, use any collected Key Items The categories are: Event Item, Grunty Food, Virus Core, and Book of 1000.
Discard an item from Kite's inventory.
Check on your characters' Level, Experience, Money, Class, Equipped Items, and Stats. With more than one character in the party, you can toggle
between characters by pressing the R1 and L1 buttons.
View and change a character's equipped items.
Manage your party.
Leave "The World" and return to the game's Entry Screen.



THE TOWNS

At the beginning of the game, there are two servers available: Δ (Delta) Server and Θ (Theta) Server. Δ Server tends to hold lower-level areas that are a lot easier on a starting player, so those playing <code>.hack//MUTATION</code> for the first time may want to visit that server first to get the hang of combat and dungeon exploration. Shortly, a new server, Λ (Lambda) Server, becomes available.

To access each Server, use the Chaos Gate to travel from one Root Town to another. A Root Town is the central town to the server, from which all of the dungeons are accessed. Each town has the same facilities (with the exception of a Grunt Shop in Δ Server's Root Town, Mac Anu), but each has a different layout with different items available in the various shops. While the Keywords remain the same for each Root Town (with the same general effects), the areas reached by those Keywords are slightly different, mainly in their Battle Level.



Town Shops

Each town has a Recorder, Elf's Haven, Item Shop, Weapon Shop, and Magic Shop. In addition, the Θ and Λ Servers have a Grunt Shop. You can get a basic idea of what a shop does by selecting the "Talk" option from the Shopkeeper's menu. To provide a much larger overview, read the following sections.

RECORDER

This is where you save your game when you're not at your Desktop. You cannot save your game in the dungeons; only in the Root Towns. To save, speak to the Shopkeeper and choose the "Save" option.

ELF'S HAVEN

This is where Kite stores items. Since Kite can only carry 40 different item types at once, an Elf's Haven is an invaluable resource. An item stored at an Elf's Haven in one Root Town can be accessed from any other Elf's Haven. You can only store 99 different types of items, and up to 99 copies of each item. This may seem like more than enough space, but you'll be left wanting more. Manage your items carefully!



ITEM SHOP

The Item Shops sell items for use in the dungeons. These include healing items, items to recover from negative status effects, and items to help in the exploration and looting of dungeons. You can also sell unwanted items here.

A SERVER (MAC ANU) PRICE (GP) ITEM Health Drink 100 Mage's Soul 500 Antidote 50 50 Restorative 300 Resurrect Fortune Wire 10 100 Sprite Ocarina 100 Fairy's Orb Warrior Blood 100 Knight Blood 100 Hunter Blood 100 Hermit Blood 100 Beast Blood 100 Wizard Blood 100

(DUN L	OIREAC	;)
ITEM	PRICE	(GP)
Health Drink	100	0 = 0 = 0.00
Mage's Soul	500	1-51-118
Antidote	50	
Restorative	50	
Resurrect	300	
Fortune Wire	10	
Sprite Ocarina	100	
Fairy's Orb	100	
Warrior Blood	100	
Knight Blood	100	
Hunter Blood	100	
Hermit Blood	100	
Beast Blood	100	THE RESERVE
Wizard Blood	100	

A DERVER		
(CARMIN)	A GADELICA)	
ITEM	PRICE (GP)	
Healing Potion	500	
Mage's Soul	500	
Artisan's Soul	1500	
Antidote	50	
Restorative	50	
Resurrect	300	
Fortune Wire	10	
Sprite Ocarina	100	
Fairy's Orb	100	
Warrior Blood	100	
Knight Blood	100	
Hunter Blood	100	
Hermit Blood	100	
Beast Blood	100	
Wizard Blood	100	

A SERVER

WEAPON SHOP

The Weapon Shops sell basic weapons and some basic types of armor. You can also sell items that you no longer need.

(MAC A		
EQUIP.	PRICE	(GP)
Phantom Blades	800	
Assassin	1000	
Mizuchi	800	
Kikuichimonji	600	
Earth Sword	800	Sur il
Water Axe	1000	
Relief Lance	700	
Iron Rod	400	

EQUIP.	PRICE	(GP)
Wooden Spear	1300	
Electric Wand	1400	
Steel Cap	800	
Guard Cap	900	
Face Guard	1000	
Hiking Gear	1200	
Wyrm Hide	1300	
Grand Armor	1400	
Silver Bracer	800	
Silver Gloves	900	
Silver Hands	1000	
Ceramic Anklet	1200	
Mountain Boots	1300	
Mountain Guard	1400	

9 SERVER

(CARMINA	GADE	LICA)
EQUIP.	PRICE	(GP)
Masterblades	3800	
Hell's Gate	4000	
Spiral Edge	700	
Glitter	3800	
Life Sword	5000	
Flame Sword	5200	
Kotetsu Sword	2400	
Papillon Axe	4000	
Fairy Spear	3900	
Groovy Stick	3800	
Thunder Torque	2800	
Darkness Hood	3300	
Stormlord Helm	3000	
Thunder Cloak	2800	
Bone Armor	3300	
Thunder Armor	3000	
Storm Bracer	2800	
Gloves of Dark	3300	
Hands of Storm	3000	
Thunder Anklet	2800	1
Ninja Socks	3300	
Electric Guard	3000	

MAGIC SHOP

The Magic Shops sell scrolls that can be used one time to create the effects of a spell when used against an enemy. You can sell items here as well.

A SERVER (MAC ANU) SCROLL PRICE (GP) 100 Speed Charm 1000 Light Cross 200 Warrior's Bane Knight's Bane 200 200 Hunter's Bane 200 Hermit's Bane 200 Beast's Bane 200 Wizard's Bane 200 Raining Rocks 200 Ice Storm

200

200

200

200

(DUN LOIREAG)		
SCROLL	PRICE	(GP)
Speed Charm	100	
Light Cross	1000	
Warrior's Bane	200	
Knight's Bane	200	
Hunter's Bane	200	
Hermit's Bane	200	
Beast's Bane	200	
Wizard's Bane	200	
Raging Earth	200	Alera I
Ice Floe	200	
Meteor Swarm	200	
Gale Breath	200	
Plasma Storm	200	
Dark Night	200	T West

A SERVE	R	
(CARMINA	GADE	ELICA)
SCROLL	PRICE	(GP)
Speed Charm	100	
Hale Cross	2000	
The Hanged Man	200	
The Moon	200	
Stone Storm	500	
Gaia's Spell	500	
Ice Strike	500	
Cygnus	500	
Flame Blast	500	
Fireball Storm	500	
Leafblight	500	
Wood Sprite	500	
Ion Strike	500	
Raging Plasma	500	
Dark Traitor	500	
Chaos Spell	500	

GRUNT SHOP

The two later servers also contain a Grunt Shop, which enables Kite to raise the three different kinds of Grunty on each server. This is also where you can participate in the new Flag Race. See the "Raising the Grunty" and "Side Quests" chapters for more information on Grunties and the Flag Race.

The People

Fire Tempest Green Gale

Lightning Bolt

Nightblight

Along with the shops and Shopkeepers, each Root Town almost always has a large number of other characters roaming around. In normal game terms these characters are called NPCs, or Non-Player-Characters, as they are not characters under the player's control. In this game, however, they are referred to as PCs, or Player Characters, as they are the characters who are supposed to be played by other players in Kite's real world.

You can speak to these other characters by approaching them and pressing the 🔀 button. At this point, you can either talk to them or trade with them. See the "Trade Items" chapter for more details on trading with the PCs.

Each time you leave a Root Town, including logging out to the Desktop or quitting the game, the cast of PCs within the town may change. The characters wander freely between servers, so you never know who you may bump into at a given time in a given Root Town.



The Chaos Gate

Each town also has one other feature in common—the Chaos Gate. This glowing, rotating portal is the entry and exit point to each Root Town. To use the Chaos Gate, stand directly inside its radius and press the \times button to access the Chaos Gate Menu. The following options become available at this point:

- Random: Randomly create a Keyword using available segments. This enables you to view the Keyword and area information before deciding to enter the area.
- New Keyword: Select three segments to create a new Keyword by hand. This is not needed to enter Keywords obtained through email, the boards, or other events. It is necessary, however, to enter Keywords found through other means, such as by watching the anime feature that comes with the game. After creating the new Keyword, the area information appears and can choose to Warp to the area if it meets your satisfaction.
- Word List: Place where acquired Keywords are automatically stored. Areas on this list that have not had their main objectives completed are marked with a red checkmark. Select a Keyword from the list to enter the area.
- Warp History: Contains a list of the Keywords previously created by using the "New Keyword" option. Select one from the list to Warp to the area. If you haven't created your own Keywords at the current Chaos Gate, this option is not available and is listed in grey.
- Other Servers: Allows movement to one of the other servers in the game. If a server has uncompleted areas on the Word List, a red checkmark appears next to the server name.

Now that you know your general way around the towns, it's time to get an overview of area exploration.



THE AREAS

The Field

As you enter an area through a server's Chaos Gate, you arrive at a fixed location on the Field. The Field is the above-ground area that contains a few different features of note. There are different types of Fields, each with different land-scapes and other features. The Field Type is determined by the Keyword you enter.

THE MAP

Upon entering a new area, the Default Map appears in the upper-right corner of the screen. This shows the area directly around your character in some detail, but it doesn't reveal much around Kite. Press the Select button once to switch to the Overall Map. This view provides less fine detail, but it illustrates the entire Field's layout. Pressing the Select button again toggles the map off completely.



FIELD PORTALS

These spinning yellow portals disappear as you get near them, and get replaced by either monsters or a treasure chest. Each area's level has its own range of monsters, so check the "Bestiary" chapter for help on a specific enemy.



Plain treasure chests are easy enough to loot—approach the brown chest and press the \nearrow button to gain the treasure inside. Blue treasure chests, called "Risky Treasures" are trickier. These must be opened with a special item called a

Fortune Wire, which you can purchase at an Item Shop of any Root Town. You must use the Fortune Wire from your inventory before pressing the button to open the chest. Otherwise, the chest opens and discharges a trap that can damage your character. Also, any treasure inside the chest is replaced with a Fortune Wire. Defeated enemies can drop treasure chests of both types. Remember that if you already have 40 kinds of an item and you try to loot a chest, you must discard an item from your inventory to receive another item.



1110010010101010101110101011010

WANDERING

In the main areas that are accessed through the game's storyline, the only monsters that you fight are those that are expelled from portals and those that you fight as a special event, such as bosses.

In an area created through the New Keyword process, however, there is a chance that you may meet a few extra monsters that wander the Field without coming from a portal. Be careful of these types, as they may appear without warning.

In the Field, treasures don't appear on the area map. To see the Field Portals, use a Fairy's Orb. These items make any Portals appear on the map, marked by a yellow dot. Fairy's Orbs are available at Item Shops in the Root Towns. Each portal disappears as you activate it and doesn't reappear until you leave the Field and return.

GRUNTY FOOD

Each type of Field contains one special type of Grunty food, or small objects that wiggle around and make noise as you approach them. When you hear strange noises while wandering the Field, look for some Grunty food nearby. To get the food, get next to it and press the button. You can't see Grunty food on the Field Map.



SYMBOLS

Symbols appear in an area as small, glowing flames. To activate a Symbol, move close to it and press the button. When activated, the Symbol disappears and your character and any party members standing nearby are affected by one random beneficial spell. This may do anything from allowing you to regenerate HP at a steady pace, to raising your attack power.

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Activate Symbols whenever possible. They are a bit difficult to find, however, because they don't appear on the Field Map. They do, however, always appear at one of the rocky landscape features that is barely visible on the default version of the map. Like Field Portals and Grunty Food, they reappear when you leave the Field and return, although the affect received from a specific Symbol changes.



SPRING OF MYST

Some Fields contain a Spring of Myst, marked in blue on the Field Map. This Spring is a small body of water that you can activate by approaching it and pressing the \bowtie button. You can then throw in a piece of equipment if you want. When equipment is thrown in, a Spirit rises from the Spring and asks if you lost a Golden Axe, a Silver Axe, or Neither.

Selecting a Golden or Silver Axe will get you that item, which is useful in trading. Selecting Neither enables you to change the item thrown into the Spring. The item may be increased or decreased in power. If the weapon is too strong for the Spirit to handle, you receive the original item back, along with a Golden Axe and a Silver Axe. Needless to say, this is a lot better than just selecting a Golden or Silver Axe in the beginning.

Not all types of Fields contain a Spring of Myst, and once you've used the Spring in a given area, it disappears for good.





DUNGEON: ENTRANCE

The other major item of note in each Field is the Dungeon Entrance. This feature, flanked by two glowing torches, is marked in red on the Field Map. Enter the large open doorway to enter the dungeon.

The Dungeon

The dungeon is where you find the majority of the area's treasure, as well as more monsters that cannot be found on the Field. A Dungeon is comprised of up to five different levels, from B1 to B5, all with their own tricks.

THE DUNGEON MAP

Unlike the Field, you cannot see all of the Dungeon Map immediately upon entering a level. There is a map in the upper-right corner of the screen that you can toggle on and off. However, at the beginning of each level it only shows the room that Kite and his party are standing in. To see the rest of the level, use a Fairy's Orb. Using this item also displays the Dungeon Portals and treasure chest locations within the dungeon's level. If a Fairy's Orb isn't used, each section of the map appears as you enter the room. You cannot see maps of the other dungeon levels without actually traveling to that level via the stairs.

On the Dungeon Map, locations of Dungeon Portals are again marked by a yellow dot, while treasure chests are marked as a black dot. The stairs are marked by the words "UP" and "DOWN."



GETTING AROUND

You navigate the dungeon by entering its various doorways, which on the surface is simple enough. But if there are multiple portals in a room, the exits all seal shut until the portal is triggered and all monsters are destroyed. To move between levels, you must find the up or down staircase on the level and enter it. To leave a dungeon once you are finished in the area, you must either retrace your steps or use a Sprite Ocarina to move directly to the Field. This item is available at any Root Town's Item Shop.



BREAKABLE DBJECTS

Unlike the Field, the dungeon also contains items scattered around its floors that can be broken by the swing of a weapon. These items appear in the forms of boxes, jars, bones, and the like. These items don't appear on maps, though.

You don't always receive an item for breaking one of these objects. The items within these objects are restoration items, such as Antidotes, Healing Potions, and Restoratives. They do *not* include the powerful Resurrects, and the strength of any healing item received depends on the dungeon's level. Thus, in a dungeon with a battle level of 4 you may receive a Health Drink, while in an area of level 42 you might obtain a Recovery Drink.

Another item that you may receive from breakable objects are items that depend on the area's Element. These items are:



Well Water	Earth element	
Pure Water	Water element	
Burning Oil	Fire element	
Holy Sap	Wood element	-
Sports Drink	Thunder element	
Cooked Bile	Darkness element	

You can use these elemental objects to strengthen your character's elemental affinity temporarily, but they are also valuable objects in trading with certain PCs.

THE GOTT STATUE

There is a special feature at the bottom of most Dungeons known as the Gott Statue. This statue is always located in a small narrow room by itself. The first time you reach a dungeon's Gott Statue, it holds a chest that you can loot for three special items. After doing so, the statue crumbles and cannot be found again within that dungeon.



OTHER FEATURES

- Dungeon Portals are the same in the dungeon as on the Field. Note that Dungeon Portals do not reappear when you move between levels of the dungeon; they only reappear when you leave the entire dungeon and return.
- Symbols are much rarer in the Dungeons and appear on their own stand rather than by a Field feature. They are displayed as the same black dot that marks a treasure chest in the dungeon.
- Grunty food is much the same in dungeons, although each dungeon may have up to two types of Grunty food. One of the types is the Golden Egg that appears inside dungeons within the main storyline. The Grunty food within a dungeon is always some type of Egg.
- Finally, treasure chests remain the same as well, except that you may find normal chests scattered throughout the dungeon in set locations as well as the normal chests and Risky Treasures that you can receive from Portals or monsters.

ADVANCED HACKING

With the basics under your belt, it's time to get into some of the more advanced areas. This section contains a few advanced details, as well as tables and other specific information for your ease of reference.

COMBAT

In .hack//MUTATION, combat takes place in real-time. The battle begins when Kite and his party come within close proximity to an enemy, either by triggering a portal, walking near a Field's wandering monsters, or by triggering a special event.

During the Fight



During a battle, the words "Battle Mode On" appear in the center of the screen, then scroll constantly across the top throughout the fight. During a battle in a Field you cannot Gate Out to the Root Town until you exit combat, which means either destroying all of the enemies or moving far enough away from them that the battle ends. Inside a dungeon, you cannot leave the room until all enemies are destroyed, and you can't use a Sprite Ocarina in combat.

CHARACTER CLASSES

Remember and each Character
Class has a cown strengths and
weaknesses in battle. Hear,
Blades, for instance, are geared
more toward attack strength and
Skills, and less toward magical
ability. Wavemasters have a lot of
SP and regenerate them quickly,
usually with a wide range of Spells
but little skills in physical combat.
Twin Blades tend to balance the
two extremes.

BATTLE CHATTER

By the time you get into combat, you're probably used to your characters speaking up from time to time. This chatter can become a lot more useful in combat, so keep an eye on what your characters are saying.

As the combat begins, your characters may provide useful hints on the best equipment and Elemental Skills to use against a given enemy. As the combat progresses, the talk tends to mirror their actions or status. For example, if a character is badly hurt, he or she starts to call out for healing.

A character also speaks up whenever he or she uses an item in battle. When a character uses the last of a particular item, they will mention it as such. Take note and replenish their stocks.

When giving orders to your party as a whole or to a specific character (see the "Combat" subsection titled "The Chat Menu"), Kite calls out the order in red, while any affected characters respond with their assignments in blue.





COMBAT: ACTIONS

While in combat, you can attack foes with a mix of normal attacks, skills, and spells. By using the Chat Menu, you can order your team members to attack with a specific type of attack once you decide what is needed.

Remember that while you're executing a skill or a spell, you are locked in place and cannot access any menus, so avoid using lengthy skills or spells up close against single dangerous enemies, or within packs of weaker enemies. You can use this to your advantage against the enemies by locking them in place with a spell, particularly quick spell casters. Data Drain skills (covered later) stop the clock on the battlefield temporarily, effectively saving Kite precious time in a fight.





ELEMENTS

All enemies, spells, and many skills have an elemental affinity. Using opposing elements against enemies will inflict more damage, and occasionally cause an Elemental Hit, dealing more damage. It is also possible to increase your own elemental affinities to raise resistance against enemy elemental attacks.

Earth opposes Wood, Fire opposes Water, and Darkness opposes Thunder. Using any opposing element results in increased damage, and using the same element deals less damage. Remember these oppositions go both ways, Wood deals more damage to Earth, and vice versa.



It's important to note that you will occasionally encounter enemies that have a blanket physical or magical resistance. In these situations, order your party members to use the proper abilities. Also, if you have a spell caster in the party against a magic resistant enemy, set them to heal the party.

A creature with an Elemental affinity takes even more damage from its opposite Element, possibly even taking critical damage from an attack that is marked as an Elemental Hit. The opposing Elements are:

Earth (Brown) <--> Wood (Green)
Fire (Red) <--> Water (Blue)
Darkness (Purple) <--> Thunder (Yellow)

STATUS AILMENTS

During combat, you characters will frequently be afflicted with various status ailments. These effects are divided into physical or mental effects, and can be cured by using an Antidote or a Restorative. Additionally, the spells Rip Teyn or Rip Synk are effective options. The physical effects are Poison, Paralysis, Speed Down, and Physical Status down. The mental effects are Curse, Sleep, Confusion, Charm, and Mental Status Down.



THE CHAT MENU

Many of these combat sections mention certain actions by your party, actions that don't occur in normal combat if you give them no orders. When entering combat, a character acts off the general battle strategy by default. To give different orders to your party as a whole or to each member specifically, you must use the Chat Menu.

Press the button to bring up the Chat Menu. Continue reading the following sections for more details.

Skill Usage

When giving these orders, the general formation (attack one enemy, attack separate enemies, etc.) of the overall strategy remain in force, but the actions in battle available to each character change. These commands affect all of your party members at once, although Kite can still act as he sees fit regardless.



A CONTRACTOR OF THE PARTY OF TH	
Skills!	Allows the use of physical and magical attack skills during the fight, as well as related items
	such as Magic Scrolls if there are no such skills available.
First Aid!	Characters use recovery Spells and items as needed (when SP runs out or when no such
	Skills are equipped).
Weaken!	Characters focus on casting weakening Skills or items against the enemy, attacking when
	they have no new ways to affect the foe.
Strengthen!	Characters cast strengthening Spells or use items on their allies.
Don't use skills!	Characters stop the use of skills or items and go for a straightforward attack.
Attack!	Party attacks the foe physically, using physical Attack Skills if available.
Magic!	Party attacks the foe magically, using Spells or items against the foe.
Use Sprite Ocarina!	Only available in a Dungeon, and can only be used outside combat.

Strategy

These are overall Strategies that dictate how your party behaves in general during combat. The strategy remains from combat to combat, and each time you enter a new battle these are the default orders that your characters follow.

Operation Wonder Battle	Each character attacks the closest enemy to him or her, without using Skills or items.
Operation Union Battle	Everyone attacks the same enemy, without using Skills or items.
Operation Follow Me	The group moves in formation, only attacking as an enemy approaches.
Operation Recover	The party doesn't move and each member recovers him or herself.

Members

Here you can give a specific party member orders. Because Skill Usage commands override other orders, you should give such general commands before giving specific orders to one party member.

Sweet Rewards

As each enemy falls, there are two effects. First, each enemy may drop either a normal treasure chest or a Risky Treasure.

Second, defeating each enemy gives each conscious member of the party an amount of Experience based on his or her own level. Experience point rewards are added to the character's total Experience, and each time the total reaches 1000, the character increases in level and the Experience total returns to zero. Increasing in level increases the character's HP, SP, and other statistics.



NOT JUST FOR BATTLE FOR

Note that II are commands can be issued a sale of combat, although battle commands like Skills have no effect outside co bathe. The under out of bathe Skill Usage commands are First Aid, Weaten, and Strengthen On the Field these commands less until the next battle pegies, while in a dungeon the, remain in effect until your characters move from one room to the next.





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The Experience Points rewarded for each slain monster are listed in the table to the right:

As the last enemy falls (or you manage to get out of range of any remaining enemy), the words "Battle Mode Off" appear on-screen. At this point, you can Gate Out of a Field, while in a Dungeon the doors of the room reopen.

EXP DISTRIBUTION BASED ON MONSTER'S LEVEL RELATIVE TO PLAYER'S LEVEL

DIFF. IN	LEVEL E	XP AW	ARDED
-10		1	
-9		2	
-8		3	
-7		4	
-6		6	
-5		8	
-4		13	
-3		28	
-2		40	
-1		50	
0		60	
1		70	
2		80	
3		100	
4		130	
5		170	
6		220	
7		280	
8		350	
9		430	
10		520	

THE POWER OF THE BRACELET

Unlike most of the characters in "The World," Kite has one extra ace up his sleeve—his mysterious bracelet. This bracelet has two main effects that you must learn how to use effectively.

Data Drain

After an enemy takes a certain amount of damage, it undergoes something known as Protect Break. When you see these words appear over a foe, use the Data Drain Skill. Protect Break only lasts for a short while, so take the opportunity as it comes!

This draining ability has multiple effects. First, it turns the monster from its current type into a very weak drained monster type. However, defeating a drained foe only grants your characters 1 Experience Point.



Second, the Data Drain takes an item from the enemy and gives it to Kite. Each enemy can drop one of three items (two different items—one rare, one not rare—or a Virus Core). The Virus Cores depend on the size and power of the foe. For defeating an enemy in area levels 1-30 on the lower servers, you gain Virus Core A, B, or C for defeating small, medium, and large creatures. On Λ Server in areas of level 30 or above, you receive Virus Core D, E, or F for the same range of enemy sizes. Some special foes, like bosses, relinquish other Virus Cores when drained.





Lastly, Data Drain may give a random effect. This effect increases in strength and negativity depending on Kite's infection level. The infection level rises each time he uses Data Drain or Data Arc. while defeating foes without using these skills gradually lowers it. Infection rate increases and decreases are based on the factors listed in the table to the right:

VIRUS						
INFECTION RATE						
Diff. In Level	Infection Rate					
-5 or less	+7					
-4	+7					
-3	+8					
-2	+9					
-1	+10					
0	+11					
+1	+12					
+2	+13					
+3	+14					
+4	+15					
+5	+16					
+6	+17					
+7	+18					
+8	+19					
+9	+20					
+10 or more	+20					

CONTAINING THE VIRUS

Each time The kills an enemy without using the Data Drain power the infection rate drops by a random amount between 1 and 3 percentage points.



The effects that occur are known as Wild Glitches, and the percentage chance of one occuring on a given Data Drain is the current Infection rate cut in half. If Kite is 20% infected, then a Data Drain has a 10% chance of causing a Wild Glitch. The possible effects are random for each level of Infection, and are as follows:

VIRUS INFECTION RATE AND ASSOCIATED WILD GLITCHES							
O-24% (Blue)	25-49% (Blue-Green)	50-74% (Green)	75-99% (Yellow)	1□□% (Red)			
Everyone's HP &	Everyone's HP &	Everyone's HP &	Everyone's HP &	Everyone's HP &			
SP Restored	SP Restored	SP Restored	SP Restored	SP Restored			
Everyone's HP & SP Restored	Magical Attack Down	Poison	Paralysis	All Poisoned			
Physical Attack Down	Magical Defense Down	Paralysis	Sleep	All Paralyzed			
Physical Defense Down	Magical Accuracy Down	Slow	All Poisoned	All Slow			
Physical Accuracy Down	Poison	Charmed	All Paralyzed	All Charmed			
Magical Attack Down	Paralysis	Confusion	All Paralyzed	All Confused			
Magical Defense Down	Slow	Sleep	All Slow	All Sleep			
Magical Accuracy Down	Charmed	All Poisoned	All Charmed	All Cursed			
Poison	Confusion	All Paralyzed	All Confused	Everyone Loses 50% HP			
Paralysis	Sleep	All Paralyzed	All Sleep	Everyone Loses 50% SP			
Slow	Cursed	All Slow	All Sleep	Lose 1000 EXP			
Charmed	All Paralyzed	All Sleep	All Cursed	Lose 1000 EXP			
Confusion	All Sleep	All Cursed	Everyone Loses 50% HP	Everyone's HP & SP to 1			
Sleep	Everyone Loses 50% HP	Everyone Loses 50% HP	Everyone Loses 50% SP	Everyone's HP & SP to 1			
Cursed	Everyone Loses 50% SP	Everyone Loses 50% SP	Lose 800 EXP	Lose 1 Item			
Lose 200 EXP	Lose 400 EXP	Lose 600 EXP	Everyone's HP & SP to 1	System Error			

WARNING!

Hold back on using Data Drain when you see the Warning below your character's current infection level. As the Infection Rate approaches 100%, you run the risk of an extremely negative effect, such as a System Error. This causes the game to end just as if your party were wiped out by a foe.

The first time Kite uses Data Drain, he receives a new Skill called Drain Arc. This Skill enables him to Data Drain multiple enemies at once. Any enemy drained in this fashion must be at the point of Protect Break, and the affected foes must be grouped within a small range.



DATA BUGS

Remember and some corrupted energies from as Data Bugs, can only be a realed using Data Drain. After receiving a certain amount of damage, these loss undergo. Protect Breat to drain them then, they get to Restore Protect, you must damage them before they can unverge Protect areak once again.



Gate Hacking

The bracelet's other ability is for Gate Hacking. This lets Kite remove the lock on Protected Areas. When you attempt to access a Protected Area, the Gate Hacking screen appears. It consists of a cross with four sides, each requiring Virus Cores of a specific type.

If you insert all of the required Virus Cores into a lock, the protection is lifted by the power of the bracelet and the party can enter the area.





THE AREAS Using Keywords

Of course, to get into combat in the first place you must get into the various areas. The Chaos Gate has already been discussed, so now it's time to discuss Keyword Segments.

Remember that three segments comprise a Keyword, each having specific effects on the final area. If two segments affect the same attribute of the area, different segments take priority over others. The segments marked with a Red Gem have highest priority, with Green Gems next, followed by Blue Gems. Order of priority and Segment affects are as follows:



MODIFIER PRIORITIZATION

When a single keyword affects multiple modifiers, they are ordered based on the following ranking. The letters shown in this list are found in the following tables under "Priority."

S > A > B > C > D > E > F

Modifier Descriptions

- Field Type: Determines the field's environment. There are 11 types: Scorching 1 & 2, Desert 1 & 2, Jungle, Snow 1 & 2, Wilderness, Earth, Leaf Mold, and Grassland.
- Dungeon: Controls the number of floors and rooms in the dungeon. Dungeons can have three to five floors. If the keyword has no Dungeon modifier, the dungeon will have three floors. Those with a value of 6 or 7 have four floors, whereas values of 8 to 10 yield a dungeon with five floors.
- Weather: This value determines the weather on the field, which has a direct role in determining the element of the area. One to three weather types are combined to determine the area's weather. The possibilities are: afternoon, evening, night, clouds, rain, thunder, snow, and blizzard.
- Flatness: Determines whether the field is flat, hilly, or steep.
- Buildings: Determines how many objects are scattered across the field. This value has three settings: few, normal, or many.
- ◆ Area Level: Determines the level of the monsters on the field and in the dungeon. The higher the number, the more powerful the monsters will be.

- Monsters: Dictates the relative number of the monsters in the area.
- Items: Dictates the relative number of items found in the area.
- Magic Portals: The final modifier determines the number of Magic Portals on the field and in the dungeon. The higher the number, the more Magic Portals there are.

The field type, weather, and monsters present all play a part in dictating what the overall element of the area will be. Regardless the area's element, the player can expect to not encounter monsters whose element is directly opposite the overall element. Similarly, those creatures with an element that is the same as that of the area will show up in greater abundance.

FIELD TYPE	ELEMENT	NOTE
Wilderness	Earth	
Snow 1 & 2	Water	
Scorching 1 & 2	Fire	
Desert 1 & 2	Fire	
Jungle	Water	When snow is present, this becomes Thunder element.
Leaf Mold	Water	When snow is present, this becomes Thunder element.
Grassland	Water	When thunder is present, this becomes a Thunder element.
Earth	Darkness	When thunder is present, this becomes a Thunder element.

TABLES	EXPLAINED
Keyword	Keyword used in the area generation.
Priority	Priority Level for being selected.
Weather	Weather on the field.
Hills	Hilliness of the landscape in the field.
Buildings	Number of structures on the field.
Area Level	Area difficulty.
Obtained	Where the keyword was obtained. Those marked as "Start" are available at the beginning of the game, "Event" keywords are obtained
	through events such as cinematics, while "Other" indicates they were learned via the Board or Email.
Field	Indicates the type of field environment.
Dungeon	Dungeon size.
Monster	Modification to type of monsters present in the area.
Item	Relative value of the items found in the area.
Magic Portals	Number of Magic Portals on the field and in the dungeon.

Start

Other

Other

Other

PART A KEYWORDS

KEYWORD	PRIORITY	WEATHER	R HILL	s BLDGs.	AREA	VL. OBTAINED	
bursting	A	N/A	N/A	Normal			
Hidden	Α	N/A	N/A	Few	+1	Event	
Expansive	A	N/A	N/A	Normal	+1	Event	
Boundless	Α	N/A	N/A	Many	+2	Event	
Closed	A	N/A	N/A	Normal	+2	Event	
Quiet	A	N/A	N/A	Few		Event	
Plenteous	A	N/A	N/A	Many	+3	Event	
Collapsed	A	N/A	N/A	Normal	+3	Event	
Cursed	A	N/A	N/A	Few	+4	Event	
Buried	A	N/A	N/A	Many	+4	Event	
Lonely	A	N/A	N/A	Few	+4	Event	
Great	A	N/A	N/A	Normal	+5	Event	
Chosen	Α	N/A	N/A	Many	+5	Event	
Discovered	D	Afternoon	Steep	N/A	+5	Event	
Indiscreet	D	Evening	Flat		N/A	Start	
Putrid	D	Night	Hilly	N/A N/A	N/A	Start	
Hideous	D	Cloudy	Steep		N/A	Start	
Soft	D	Rainy Afternoon	Flat	N/A	N/A	Start	
Beautiful	D	Rainy Night	Hilly	N/A	N/A	Start	
Raging	D	Stormy Afternoon	Flat	N/A	N/A	Start	
Noisy	D	Stormy Night	Flat	N/A	N/A	Start	
Dog Dancing	D	Blizzard Afternoon		N/A	N/A	Start	
Rejecting	D	Blizzard Night	Hilly	N/A	N/A	Start	
Sleepy	D	Afternoon	Steep	N/A	N/A	Start	
Sinking	D	Evening	Flat Hilly	N/A	N/A	Start	
Chronicling	S	N/A	N/A	N/A	N/A	Start	
Voluptuous	D	Clouds	Flat	N/A	N/A	Other	
Detestable	D	Rainy Afternoon	Hilly	N/A	N/A	Other	
KEYWORD	PRIORIT			N/A	N/A	Other	
Soaring Sky		DUN	BEON	SCALE	ITEMS	OBTAINED	
Dolorous	D		+1		-10	Event	
Nameless	D		+3		-4	Event	
Resurrecting	D		+4		-3	Event	
Merciless	D		+4		-2	Event	
Dazzling	D		+5		-1	Event	
Blossoming	D		+5		0	Evnet	
	D		+6		`+2	Event	
Scattering	D		+7		+4	Event	d rep
Pulsating	D		+8		+6	Event	
Stalking	D		+9		+8	Start	- 5
Bitter	G		+6			Start	{
Barking	G		+7			Start	3

+8

+9

+10

+1

+2

+3

+4

+5

+6

+7

+8

+9

G

G

G

G

G

G

G

G

G

G

G

G

Reckless

Perceived

Generous

Obedient

Outpouring

Capricious

Predatory

Entwined

Abrasive

Lightless

Shapeless

Bottomless

PART B KEYWORDS

KEYWORD	PRIORITY	FIELD	MONSTERS	ITEMS	MAG. PORTALS	Овт.
Passed Over	В	N/A	-10	-10	N/A	Event
Forbidden	В	N/A	-8	-8	N/A	Event
Haunted	В	N/A	-6	-6	N/A	Event
Corrupted	В	N/A	-4	-4	N/A	Event
Oblivious	В	N/A	-2	-2	N/A	Event
Eternal	В	N/A	0	0	N/A	Event
Smiling	В	N/A	+2	+2	N/A	Event
Momentary	В	N/A	+4	+4	N/A	Event
Despaired	В	N/A	+6	+6	N/A	Event
Pagan	В	N/A	+7	+7	N/A	Event
Silent	В	N/A	+8	+8	N/A	Event
Distant	В	N/A	+9	+9	N/A	Event
Hopeless	В	N/A	+10	+10	Event	
Primitive	Е	Scorching 1	N/A	N/A	Normal	Start
Gluttonous	E	Scorching 2	N/A	N/A	Many	Start
Hot-Blooded	Ε	Desert 1	N/A	N/A	Few	Start
Destroyer's	E	Desert 2	N/A	N/A	Normal	Start
Solitary	E	Jungle	N/A	N/A	Many	Start
Someone's	E	Snow 1	N/A	N/A	Few	Start
Her	Е	Snow 2	N/A	N/A	Normal	Start
Law's	Е	Wilderness	N/A	N/A	Many	Start
Talisman	E	Earth	N/A	N/A	Few	Start
Orange	E	Leaf Mold	N/A	N/A	Normal	Start
Organ Market	E	Grassland	N/A	N/A	Many	Start
Agonizing	E	Scorching 1	N/A	N/A	Few	Start
Geothermal	E	Scorching 2	N/A	N/A	Normal	Start
Golden	E	Desert 1	N/A	N/A	Few	Other
Passionate	E	Desert 2	N/A	N/A	Few	Other

Passionale	E De	sert 2 N/A	IN/A	rew	Utner
KEYWORD	PRIDRITY	WEATHER	TERRAIN	MONSTERS	DBTAINED
Bounded	E	Clouds		-10	Event
Evil Eyed	E	Night		-8	Event
Seeker's	E	Evening		-6	Event
Confused	E	Clouds		-4	Event
Grieving	Е	Afternoon		-2	Event
Madness	E	Rainy Afternoon		+2	Event
Sage's	E	Blizzard Afternoon		+4	Event
Promised	E	Thunderstorm Night		+6	Event
Fossil's	E	Night		+8	Event
Worst	E	Clouds		+10	Event
Guffawing	Н	Afternoon	Steep		Start
Light Trap	H	Evening	Gradual		Start
Soul	Н	Night	Normal		Start
Dusk	Н	Clouds	Steep		Start
Bemused	Н	Rainy Afternoon	Gradual		Start
Astigmatic	Н	Rainy Night	Normal		Start
Fatal	Н	Thunderstorm Afternoon	Steep		Start
Unending	H	Thunderstorm Night	Gradual		Start
Survivor's	Н	Blizzard Afternoon	Normal		Start
Sacred	Н	Blizzard Night	Steep		Start
Miracle	Н	Afternoon	Gradual		Start
His	H	Evening	Normal		Start
Ghostly	Н	Night	Steep		Start
Vengeful	Н	Clouds	Gradual		Start
Fantasy	Н	Rainy Afternoon	Normal		Start

PART C KEYWORDS

KEYWORD	PRIORITY	FIELD	DUNGEON	WEATHER	OBTAINED
Aqua Field	C	Grassland	N/A	Afternoon	Event
Holy Ground	С	Snow 1	N/A	Clouds	Event
Sea of Sand	C	Desert 2	N/A	Afternoon	Event
Fort Walls	С	Wilderness	N/A	Clouds	Event
Twin Hills	C	Grassland	N/A	Stormy Night	Event
White Devil	С	Snow 2	N/A	Night	Event
Hypha	C	Leaf Mold	N/A	Afternoon	Event
Spiral	С	Wilderness	N/A	Rainy Afternoon	Event
Paradise	C	Earth	N/A	Clouds	Event
Fiery Sands	C	Desert 1	N/A	Evening	Event
Great Seal	С	Scorching 1	N/A	Night	Event
Fertile Land	C	Earth	N/A	Rainy Afternoon	Event
Nothingness	С	Wilderness	N/A	Clouds	Event
Melody	F	N/A	+6	N/A	Start
Remnant	F	N/A	+7	N/A	Start
March	F	N/A	+8	N/A	Start
Giant	F	N/A	+9	N/A	Other
Touchstone	F	N/A	+10	N/A	Other
Sunny Demon	F	N/A	+1	N/A	Other
Messenger	F	N/A	+2	N/A	Other
Scent	F	N/A	+3	N/A	Other
New Truth	F	N/A	+4	N/A	Other
Gate	F	N/A	+5	N/A	Other
Pilgrimage	F	N/A	+6	N/A	Other
Scaffold	F	N/A	+7	N/A	Other
Far Thunder	F	N/A	+8	N/A	Other
Tri Pansy	F	N/A	+9	N/A	Other
Treasured Gem	F	N/A	+10	N/A	Other

PART C KEYWORDS (CONTINUED)

KEYWORD	PRIORITY	FIELD	DUNGEON	WEATHER	OBTAINED
Abyss	F		+1		Event
Widow	F	Snowy Field 1	+1		Event
Prairie	F	Meadow	+2		Event
Judgment	F	Desert	+2		Event
Furnace	F	Tropics 1	+2		Event
Haunted Land	F	Jungle	+3		Event
Arctic	F	Snowy Field 1	+3		Event
Walkway	F	Meadow	+4		Event
Milestone	F	Desert 2	+4		Event
Core	F	Tropic 2	+5		Event
Death Lands	1	Tropic 1		Normal	Start
Limit	1	Tropic 2		Many	Start
Kaleidoscope		Desert 1		Few	Start
Impulse		Desert 2		Normal	Start
Feeling		Jungle		Many	Start
Corridor	1	Snowy Field 1		Few	Start
Drift		Snowy Field 2		Normal	Start
Cat Market	1	Wilderness		Many	Start
Sanctum	1	Ground		Few	Start
Footstep	1	Leaf Mold		Normal	Other
Remains		Jungle		Many	Other
Cabbage	1	Tropic 1		Few	Other
Sand Trap	1	Tropic 2		Normal	Other
Raw Ore	1	Desert 1		Many	Other
Mirror World	1	Desert 2		Few	Other
Wavemaster	S	Desert 1	+5		Other



PLAYABLE CHARACTERS

The characters in this chapter (not to be confused with the PCs that wander each Root Town) consist of the main character Kite, and those who can join him over the course of his adventure. While not all of them are available at all times, you can have them join your party as you fight enemies and explore "The World."

CLASS

Twin Blade

This is the main character of the game. He is the main playable character, although in the setting of "The World," he is also the playable character of a boy who has just started playing "The World" recently at the prompting of his friend, Orca. After Orca falls into a coma while playing the game, Kite vows to solve the mystery behind the glitches in "The World" to find a way to bring his friend and the other victims out of a coma.

Due to both his natural ability and his warm personality, Kite has already won many friends and admirers and can win many more over the course of this game. Remember to keep these friends close, and they may help to see him through his long quest.

Old Friends

These are the characters who you could recruit to your cause during. hack//INFECTION. If you're a first-time player, some of these are automatically known to Kite, while others can still be recruited. Try checking the board for hints on where you can find them.

CLASS

Blademaster

Played by Kite's real-life friend Yasuhiko, Orca of the Azure Sea is one-half of the Descendants of Fianna, the most famous characters in "The World." While taking the newbie Kite to a low-level area to show him around, Orca was drained of his energy by the monster Skeith. Orca then fell into a coma in the real world, from which he has yet to awake. Orca remains on Kite's list of friends, a sad constant reminder to Kite of just why he continues on his journey.

ACKROSE MISTRAL

CLASS

Heavy Blade

BlackRose is the tough-talking newbie character who first befriended Kite after his adventure with Orca and Skeith. She has a good heart and has been a true friend and helper to Kite since the very beginning.



Wavemaster

Scatter-brained Mistral is another of Kite's friends, and although she constantly disappears to take care of real-life disasters, she's still there for Kite when he needs her. Although a bit flighty at times, she can get the job done.



CLASS

Blademaster

The cat-like Mia is one of Kite's early acquaintances, although she still remains somewhat of a mystery. She first spoke to Kite to get close to his bracelet, which she seems to know a lot about. Yet she seems to stay around him as much for his company as for any other reason.

ELK

CLASS

Wavemaster

Another spell caster, Elk is often at Mia's side. It was through Mia that Elk met Kite, and their first meetings were tinged with jealousy on Elk's part. As Elk got to know Kite better, he came to appreciate the Twin Blade more and more, finally becoming friends with Kite.

PIROS

CLASS

Heavy Axeman

A somewhat intimidating character with a strangely chivalrous and archaic manner, Piros' friendship for Kite seems based largely on admiration, although he is certainly appreciative of Kite's kindness as well.

NATSUME

CLASS

Twin Blade

A fellow Twin Blade, Natsume is as different from Kite as night is to day.

While Kite is capable, Natsume seems to have a talent for finding trouble. He is young but wise, while she can be fooled by nearly anything. Despite Natsume's flaws, she still has a good heart and is an able member of any party.



GARDENIA

CLASS

Long Arm

Quiet Gardenia reveals very little of herself.
Although she has many admirers,
Gardenia is more reserved with her own
affection and finds few others worthy of her
time. The fact that she does see Kite as
one such worthy person says much about
the young Twin Blade's own abilities and
charm.



CLASS

Heavy Blade

A sturdy Heavy Blade, Sanjuro sees himself much as a samurai of old. Although a bit gruff at times, he exhibits an admirable code of honor. He may not be easy to draw out, but he is a rock-solid part of any team nonetheless.

New Friends

The characters in this section are new to .hack//MUTATION. Keep an eye open during the course of your adventure for potential leads that will enable you to meet these new friends.

NUKE USAGIMARU

This Long Arm is strange to say the least. He styles himself as a showman, but some may consider him a show-off. His performance is the key to their acquaintance, and it directly leads to Kite giving Nuke aid, thus making a friend in return.

CLAS	35	Lor	ng Arm	
LEVE	EL.	30		
HP	650)	SP	100

	AT	K DE	F ACC	EVD	
Physical	39	27	54	56	
Magical	10	21	20	38	
Earth	Water	Fire	Wood	Thunder	Darkness
9	8	8	10	18	8
Mind Res	istance Bo	dy Resistance	NI.	The Harman	A DE COR



RACHEL

Rachel seems to be in this for one thing—money. She likes to earn cash and items through her exploration, and always seems to be eager to find the next bit of loot in an unexplored dungeon. Despite this, she's still friendly and capable and a good contributor to any party.

CLAS	ss		Blademaste			er
LEVE	EL	3	30			
HP	650)		5	SP	100

	AT	K D	EF AC	C EVE)
Physical	31	29	50	72	
Magical	10	13	20	23	
Earth	Water	Fire	Wood	Thunder	Darknes
5 .	1	7	7	7	7
Mind Resi	stance Bo	dy Resistan	ce	strain and the st	Tanana sa



MOONSTONE

If there's anyone more reticent to talk about himself than Gardenia, it's Moonstone. Even his speech in battle is extremely succinct, revealing just enough to get across a general concept. Yet as quiet as he is, Moonstone is just as deadly in battle.

CLASS		Twi	n Blade)
LEVE		30		
HP	585		SP	100

	AT	K D	EF AC	C EVE	
Physical	25	21	56	58	
Magical	17	21	24	37	
Earth	Water	Fire	Wood	Thunder	Darknes
10	15	9	7	7	7
Mind Resi	stance Bo	dy Resistan	ce	, town or owner.	error (Fully) son



MARLO

While many of Kite's companions have their own particular quirks and flaws, Marlo is downright rude. Even his initial meeting with Kite is harsh and seemingly starts things off on the wrong foot. Regardless, he seems to see something in the young adventurer and is willing to tag along despite his lack of personal skills.

CLAS	CLASS			ade	masi	ter
LEVE	SL 3		30			
HP	650)		S	P	100

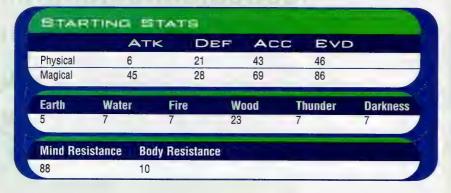
	AT	K DI	EF AC	C EVE	
Physical	32	34	51	70	
Magical	10	12	20	22	
Earth	Water	Fire	Wood	Thunder	Darknes
7	5	9	7	7	17
Mind Resi	otonoo Ro	dy Resistand	10		



WISEMAN

One of the last members of Kite's troupe to join him in his journey, Wiseman's seemingly mercenary ways occasionally reveal a more generous heart underneath. Kite meets the powerful Wavemaster when he is seeking some information that Wiseman may hold.

CLASS		Wa	vemast	er	
LEVE		4	15		
HP	715	5		SP	240





Some of these characters first appeared in .hack//INFECTION, while others only show their face during the present adventure. Regardless of when each comes into the picture, they all play a role in this unfolding drama.

BALMUNG

The other half of the Descendants of Fianna, Balmung of the Azure Sky is Orca's powerful partner. Yet because of the nature of the bracelet and its disruptive effects on the game world, Balmung seems to have taken an instant dislike to Kite, or at least seems unwilling to trust him. Still, as abrupt as he can be, he has not actively tried to stand in Kite's way... yet.



Although this ethereal girl haunting "The World" was apparently destroyed at the end of .hack//INFECTION, it may yet come to light that her demise was not as final as Kite thought. She may turn out to be the key to the mystery, and Kite cannot help but try to lend the aid that she desperately seeks.

HELBA

A known hacker and powerful character,
Helba is nearly as mysterious as Aura. Her
motivations are known only to herself, and even her
status as friend or foe is yet to be seen. She could make a
powerful ally, but an equally powerful foe. One thing seems
clear: Whichever side she is on, she will first and foremost
serve her own interests.

LIOS



With all of the system corruption and hacking occurring around Kite and his friends, it could only be a matter of time before the attention of the system administrators turned their way. Lios sees no problem with acting as he sees fit, making decisions for the administrators as a whole. Although he seems willing to consider a truce with Kite's group for a while, in order to further his own ends, his very nature and goals may be too unlike the adventurers' to keep the peace for very long.



WALKTHROUGH

REPEAT PERPORMANCE

FLAG RACE

If you raised all three types of Grunties in the previous game and imported the save, you should also have access to the Flag Race. Take part in the race a few times in hopes of gaining a few nice items prior to entering the first dungeon. Refer to the "Side Quests" section for more information on this minigame.



After responding to all of your new messages, log into "The World." As BlackRose's email suggested she is confused about what occurred at the end of your last journey together and wants to find some answers. She is waiting for Kite on Θ Server, and wants to go back into the dungeon where the party previously fought Skeith.

Before venturing into the dungeon, restock on supplies and trade for some new items. Of special note are some of the nice new Twin Blade weapons, such as the Yosetu & Fuyou and the Slavers. You can even pick up some stronger armor, like the Bouncer Gloves, Quakebeast Fur, and Deluxe Boots. Consider saving some Bat Earrings for some Wavemasters, too. If you've raised an Iron Grunty, pick up an Aromatic Grass.

Lastly, there are some better Heavy Blade weapons (like the Soul Linker) that are up for trade now. These are perfect gifts for BlackRose.

In the midst of these other preparations, don't forget to check your Books of Ryu (if you have them). There are many new items available in the second installment of the game. If you did a lot of extra exploration in the first game, you may even find yourself collecting half of the items or more from these books before you even enter the first area of .hack//MUTATION.



After exploring all of the new diversions in Dun Loireag, contact BlackRose via Flash Mail and have her join your party. Don't forget to give her some Heavy Blade items. Save your game, then choose the Word List from the Chaos Gate's options and head back into the dungeon.





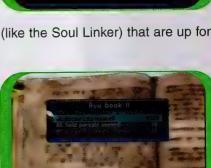
FLASH MAIL

If you're new to the .hack series (or need a refresher course), Flash Mail is the term for mail sent within "The World" from one character to another. Flash Mail, which can only be sent to a character who is online, is what you use to form your party. Any online character can receive a Flash Mail and immediately transfer to your side. ready to explore.

To send Flash Mail and bring a character into your party, open the Personal Menu by pressing the button. Select Party from the menu and Add from the Party sub-

menu that appears. Now scroll through the list of characters and add up to two people to your party. If a character is currently offline, you get the message that they aren't currently available.





1: CHOSEN, HOPELESS, NOTHINGNESS

RECOMMENDED PARTY: KITE AND BLACKROSE =





AREA VI	TALS
BATTLE LEVEL:	28
ELEMENT:	Earth
GRUNTY FOOD:	Root Vegetable Immature Egg Golden Egg
ENVIRONMENT:	Grassland
WEATHER:	Night

MONSTERS
FIELD:
Cursed Blades Mantis: Water Metal Goblin: Earth
None

ITE	EMS
AREA:	MOSTERS:
Death	Anshou
Hands of Fire	Electric Guard
The Hanged Man	Giant Hill
Iron Anklet	Jinsaran
The Lovers	Million \$ Spear
The Moon	Sleipnir
Raging Earth	Virus Core A
Smith's Gloves	Virus Core B
Stone Storm	

As soon as you enter the area, BlackRose notices that Kite's bracelet, which normally glows in the presence of corrupted monsters, isn't shining at all. Go ahead and explore

the dungeon to see what you can find. The dungeon entrance is a short journey to the northwest. Stop by the symbol to the north of your entry point and see what beneficial effect you can gain for your short time battling on the surface.

While fighting enemies on the ground level, remember to watch your party's HP. There are only two people in your party and it's still a fairly strong area, so don't let the characters get too run down. Use the First Aid strategy when necessary, or use a healing skill by wearing some of the new available headwear. Don't be afraid to use it! When you're done fighting, head into the dungeon.





DATA DRAIN SURPRISE

Don't forget to use Data Drain to finish off some enemies. Although this nets you less experience and increases the risk of creating bad side effects, it also enables you to acquire very good items that you won't find elsewhere.

You're in for a surprise the first time you use the Data Drain skill in hack//MUTATION. The Data Drain rewards you not only with a normal item, but with the new skill Drain Arc as well. This skill enables you to use Data Drain against multiple enemies within an area.

Dungeon, B1



Head through the doorway and collect an Egg for raising Grunties. Explore the eastern and northern branches first, and leave the western path and its staircase down for last. When you're finished exploring, take the stairs and continue your journey.



B2 Dungeon,



BlackRose gives voice to something that you may have noticed by this point-there are no enemies on this trip through the dungeon! Take this peaceful opportunity to explore the dungeon to its fullest. Collect the various treasures and the Grunty Food on every level without fear of being attacked.



Dungeon, B3



Dungeon, B4



While travelling through B4, the duo has more time to worry about the possibility of finding Skeith alive when they reach the lower portions of the dungeon. With only two characters available, this would be a deadly fight. Don't let this prevent you from exploring the dungeon to its fullest, and don't miss the rare **Golden Egg** on B3.





Heading into the first large room on the fifth floor does bring an encounter, but it's not the one that the characters had feared. They hear someone approaching from behind. As an arrogant swordsman strides in, wings draped on his back, it can only be—Balmung, Orca's partner!



Balmung seems to have been drawn to this place by the recent crashes and other strangeness apparent in the area. Unsurprisingly, he's not too pleased to find Kite and BlackRose once more at the center of the game's instability. Fortunately, he leaves almost as quickly as he arrived. Continue to the end of the dungeon to see what lies within Skeith's old lair. Before they can investigate, however, Kite and BlackRose get cut off by an immovable gate. They are stuck at a dead end with no choice but to return to the surface.



Back at the Chaos Gate in Dun Loireag, the pair are met by a Shop Keeper who has tracked Kite down to replace the faulty Book of Law (which he won as a prize in .hack//INFECTION) with the **Book of Absolute**. The administrators finally realized that the Book of Law is corrupted and cannot be installed onto the character. Unfortunately, the book turns out to have the same problem. Some fix!

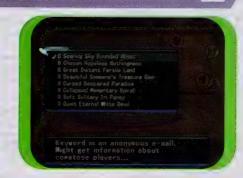
Return to your Desktop. Open your mailer to find a surprising letter from Aura, the mysterious girl who had apparently been destroyed by Skeith at the end of .hack//INFECTION. Her message is garbled, but it seems to be her usual desperate plea for help that only Kite can give.



A second message has arrived as well, this one from an anonymous source. The person claims to have what may be information on curing those unfortunate people who have fallen into a coma. To find out about this so-called cure, Kite is invited to Θ : Soaring Sky Bounded Abyss. It's time to travel to there now and take the next step toward solving the mystery.

THE MYSTERY MAILER

Log back into Θ Server and input your new Keyword. If you want, do some more trading or Flag Racing but when you're finished approach the Chaos Gate and choose the Word List. You can't send Flash Mail to any party members, because everyone is offline for the time being. That means you'll be venturing alone this time. You don't really need to manage your items for this trip—it's going to be short, although maybe not so sweet.



1

SOARING SKY, BOUNDED, ABYSS

RECOMMENDED PARTY: KITE =



AREA VITA	LS
BATTLE LEVEL:	13
ELEMENT:	Wood
GRUNTY FOOD:	N/A
ENVIRONMENT:	Void
WEATHER:	N/A

MONSTERS	ITEMS
None	None

If you were expecting a normal area and Dungeon, you may be taken aback. Rather than the usual Grassland or other land type, this Keyword takes Kite to a vast spread of white nothingness. There is no dungeon, no monsters wandering around, and no structures of any kind.

Upon arriving, Kite is hailed by a familiar voice. It seems that BlackRose also received an anonymous email, arriving at nearly the same time as Kite. Things seem very suspicious, and they grow more so with the realization that the two friends cannot Gate Out.

The adventurous duo barely has time to make this discovery before an odd sound emanates, and a large group of strangers appears floating in midair. The group's spokesman introduces himself as Lios, a System Administrator. A confrontation soon begins between the System Admins on one side, and Kite and BlackRose on the other. The Admins aren't pleased with the pair. On the other hand, Kite and BlackRose are angry at the lack of help for the coma victims. Unfortunately, the Admins threaten to delete their characters.

Just as things are about to come to a head, another voice cuts into the argument. A strange tear opens in the "air" and another familiar figure breaks through. Helba has learned of the confrontation and has decided to add her own opinion. While Helba's motivations are mysterious, here she comes in handy. She questions the Admins' decision to delete something they don't understand.







WALKTHROUGH

Kite seeks help from Helba and Lios if they can give it. Helba says that she doesn't have the answers, but mentions the Epitaph of Twilight, which "The World" was based upon. She suggests to look there for a clue. She also suggests to Lios that the administrators observe Kite and the others for a while, rather than deleting the characters. When the excitement ends, BlackRose and Kite part ways. Kite returns to Dun Loireag, the Root Town for Θ Server. Although you can trade or raise and race Grunties, there is nothing in the game world at this moment that can further your quest. Go ahead and log out to see what is new on the Desktop. Reply to any new messages as you see fit, then crack open the most important email—the one from Lios.

This email notifies you of quite a nice development—the Λ (Lambda) Server is now open. Lios will be investigating matters himself as a Shop PC, so report to him when you find something. It's time to log back in to "The World" to see what the new Root Town has to offer.





GRUNTIES!

Remember that if you successfully raise a Grunty, you must leave the server and return to raise another. After raising at least one of each type of Grunty available on the server, you can't raise any more. Raising all three Grunties available on A Server does enable you to participate in a second Flag Race course. Refer to the "Side Quests" section for more information.



After logging in, approach the Chaos Gate and choose "Other Servers" from the gate's menu. Choose to go to Λ Server. On this new server, you can wander around and trade as usual, plus you can visit this Root Town's Grunty Ranch to raise new types of Grunties!



When you're ready, approach the Weapon Shop salesman and speak to him. The shopkeeper turns out to be Lios, who says that he wants Kite to concentrate on investigating the Protected Areas. In return, he hands over a **Virus Core P**. He also notes that a lot of new messages are on the board. Take his advice and log back out to the entry screen of "The World" and check out the BBS.

Keywords Galore!

A few of the board's threads contain the usual idle chatter between players. Some, however, contain helpful new information. In the thread "Is This an Event Character?" one user gives a new server address (Λ : **Dolorous Evil Eyed Widow**). The user claims to have seen the strange transparent girl that began Kite's quest. The follow-up messages indicate that the area is one of those Protected Areas that Lios wants Kite to investigate, making it a place to check out.

Another thread that seems promising is the new "Let's Play Tag Take 2" topic that you may see if you defeated the previous five goblins in the first game. The goblin Stehoney R is challenging Kite once again to a round of Goblin Tag in Λ : **Detestable Vengeful Sunny Demon**. If you'd like to take up his challenge, see the "Side Quests" chapter for more details.

One other Keyword is from someone called Nuke Usagimaru. He says that the "Nuke Usagimaru Show" is going to be held at the dungeon in Λ : Lightless Distant Dead Lands. This may be something else to look into before continuing your main quest.



The fun isn't over yet... The character Rachel is calling for a trading convention in yet another dungeon area, Θ : Collapsed Pagan Remains. People looking to trade, or those in need of, special items can do their trading all at once in one place. Checking this out may be a nice way to gain some new items or other benefits, so make a note to visit when you get the chance.

Although you're overwhelmed with new Keywords, take the time to Log Out and check your desktop. You may have a few new emails from friends, and one of them could be an email from Gardenia, who in her usual quiet way gives only a new Keyword (Λ : Quiet Oblivious Cabbage).

You should also have an email from Helba that provides a quick rundown on the Virus Cores that you can claim from different creatures. Keep this email in mind if you ever need a specific core to enter one of the Protected Areas. After raiding your



email and the message board for new Keywords, it's time to start exploring the new areas. Sitting around won't get much accomplished, so it's time to get cracking!

A SOLO PERPORMANCE

The notification on the board about the Nuke Usagimaru show seems intriguing, so now is as good a time as any to investigate. The message said to come alone, so Kite won't have any of his friends along for the ride. It's also important to come properly prepared.

Log into "The World" and head for Λ Server. Upon arriving in the Root Town, Elk the Wavemaster and Mia the Blademaster, greet Kite. After the fight with Skeith (in the previous game) and the subsequent crash, Mia's speech is strangely garbled. You can understand what she's saying, but it takes some effort to decipher.

The pair wants to come along on the journey to the Protected Area, in search of both adventure and the Aromatic Grass that they want for some reason. The duo plan to wait for Kite at the Chaos Gate, so take this opportunity to give them any gifts.

When you're about ready to visit the "show," return to the Elf's Haven and withdraw some equipment that enables Kite to cast Forest and Earth magic. Scrolls for these elements can also come in handy. Also, bring weapons and armor that allow the use of Electric and Darkness attacks and spells. The Bom-Ba-Ye are especially nice for battling the final foe. Make sure you have at least a few HP and SP recovery items and take along a strong recovery skill to boot, like OI Repth. When you're properly prepared, head to the Chaos Gate.







LIGHTLESS, DISTANT, DEAD LANDS

RECOMMENDED PARTY: KITE



MONSTERS
FIELD:
Mu Guardian: Earth Mystery Rock: Earth Tetra Armor: Electric
DUNGEON:
Mu Guardian: Earth Mystery Rock: Earth Phoenix Queen: Wood Tetra Armor: Electric

ITEMS		
AREA:	MONSTERS:	
The Devil Earthian Sword Fire Tempest The Fool Green Guard Lightning Cap Meteor Swarm The Moon Stormlord Helm Thunder Cloak Thunder Torque	Bom-Ba-Ye Dante's Blades Dark History Devil's Axe Master's Axe Phoenix's Wing Virus Core B	

The dungeon itself is a fair distance to the northwest from your entry point. Use a Fairy's Orb to find the Field Portals in the area, and avoid them as much as possible. While this field is a good place to gather Grunt Mints and collect weapons, this solo trip isn't a good time to explore. Kite shouldn't have any difficulty staying healthy as long as he is over level 30. If you have raised a Grunty on this server, this is a good time to use the Grunty Flute to get to the dungeon entrance quickly and safely.

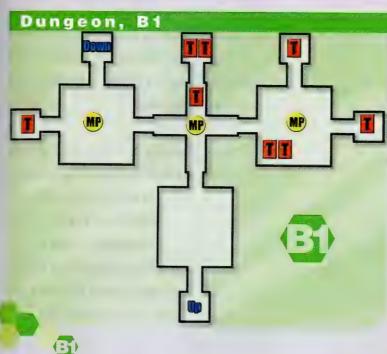




Upon entering the dungeon itself, Kite finds a group of people who are also interested in the advertised show. A ring of spectators surrounds Nuke Usagimaru, waiting impatiently for the performance to begin. However, the show starts with a whimper and not a bang. The showman quickly loses the interest of the rest of the audience, who gate out over time until only Kite remains. The show must go on, so Nuke invites Kite down to level B3 where the real show is to take place.

LOOKING FOR ITEMS?

If you also nely want to search for some of the items here, cleathe ewall entirely and return nerlater with a bigger party.



The first room contains a portal that you cannot avoid. Be careful with the monsters in this dungeon. Remember that Kite is fighting alone so don't let his HP fall below 200 without healing with either a spell or an item. Use Wood spells (like Juk Rom) or the various Wood scrolls against the Mystery Rocks and Mu Guardians, and use Dark abilities (like Twin Darkness) against the Tetra Armors. Just be very careful in this latter case—Twin Darkness inflicts great damage against the Tetra Armor, but it also leaves you vulnerable to attack for some time without the ability to stop and heal.



The various rooms are full of chests with loot, plus breakable Jars and Urns that hold a lot of nice items (like Burning Oil and Healing Potions). The monsters have nice Data Drain items too, and there aren't a lot of Dungeon Portals. Therefore, you shouldn't have much trouble clearing the dungeons alone.



Be aware of the added threat of the Phoenix Queen enemy on this level. It isn't especially deadly, so a stronger Earth spell like Gan Zot can take down a lot of its HP in one blow. While there are some portals grouped closely together, the ones on B2 are the last in the dungeon.

Kite finds an unexpected character as he enters the last room on this level. Someone named Moonstone is standing in

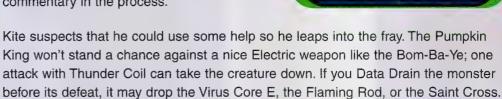


the room waiting, then warps out of the dungeon as Kite approaches. There is no way to look into this mystery for the moment, so continue on to B3.





There are no portals on level B3, so take the side passages and explore all of the small rooms. Loot them of their treasures before heading into the level's one large room. This is where Kite finds Nuke Usagimaru. The performer is fighting against a strong-looking Darkness creature while giving a running commentary in the process.



Fortunately, Nuke considers his show a success thanks to your help. In return, he rewards Kite with his member address. From now on, you can summon him to your side to join in your party as needed.



THE TRADE MEET

Another post on the board that seemed intriguing was the one advertising a gathering for trading. The area seems to be just slightly more difficult than the previous one, and this time you can take a party along. This looks like a good time to check it out. Bring at least a few Mage's Souls, in case your party's SP gets drained at an inopportune time. Bring equipment and scrolls to allow your party to use Earth, Darkness, and Electric spells and skills.

Remember to make plenty of space in your inventory for new items, since you'll likely find higher-level equipment. Invite Nuke Usagimaru along for the first time and see how he fits in. Since this area's level is fairly high—and the fact that a few of the monsters inflict status ailments—consider bringing a Wavemaster along for the ride. As Mistral is absent from "The World" at the moment (along with most of the characters who Kite knows for that matter), invite Elk to join the party.



1: COLLAPSED, PAGAN, REMAINS

RECOMMENDED PARTY: KITE, NUKE USAGIMARU, & ELK :







AREA VI	TALS
BATTLE LEVEL:	32
ELEMENT:	Earth
GRUNTY FOOD:	Root Vegetable Golden Egg Immature Egg
ENVIRONMENT:	Wilderness
WEATHER:	Sunny

FIELD:	The self-self-self-self-self-self-self-self-
Death Crane: Wood	
Hysteria: Electric	
Smiley Ray: Water	
DUNGEON:	-
Bone Army: Darkness	
Bone Army: Darkness Death Crane: Wood	
-	
Death Crane: Wood	

MONSTERS

ITEMS		
AREA:	MONSTERS:	
The Death	Darkness Hood	
Forest Gloves	Demon Cloak	
Green Guard	Gloves of Dark	
Hands of Wood	Handyman's Axe	
The Hanged Man	Patriot, Silver Wand	
The Lovers	Spiral Wand	
The Moon	Steel Spear	
Oak Anklet	Virus Core D	
Raging Earth	Virus Core E	
Raining Rocks	Virus Core F	
Ranger's Boots		
Resurrect		

GOTT STATUE ITEMS

Love Archery Ivory Barrette Yellow Candy

Now that you're traveling with a larger party, explore the surroundings and fight a few extra foes if you like. Just watch out for the special attacks of your enemies. The Death Cranes can drain SP when they attack. Hysterias stand back and cast powerful Electric spells at your party, plus they can put your characters to sleep. You may find a few of the scarce **Root Vegetables** in this area, but they are few and far between.



Dungeon B1

The large room at the entrance has a small group of people clustered around a lone female character. This is Rachel, the one who wrote the original post on the board. Each person around her wants a specific item, but each one has another item up for trade. Most of the trades would work if one person gave an item to another, who then passed his or her item on to the next. The only problem with this approach

is that it leaves someone with one extra item that no one wants, and no one has one of the requested items—the Love Archery.



As luck would have it, the current dungeon should contain a Love Archery somewhere in its depths. Rachel asks Kite for his help. The first level is a maze of connected rooms, each holding various breakable items and chests. You can gain

quite a bit of loot in this dungeon, so explore it to its fullest. Some of the rooms contain two Portals, so don't trigger more than one at a time. This will result in an overflow of enemies that won't be easy to fight off. Watch out for the Bone Army enemy's Skill Drain ability as well.



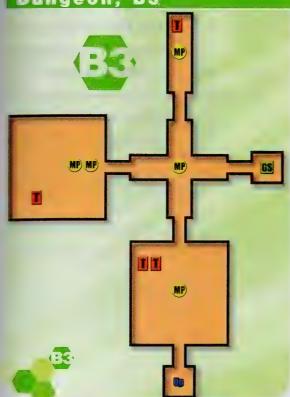


Dungeon, 82

After clearing the level, one more surprise awaits. Moonstone, who appeared briefly in the previous dungeon, is here as well. Once again, he flees the dungeon without a word. Perhaps you will find out the reasons behind his mysterious actions, but for now continue onward.



Dungeon, B3



This third level has yet another new monster—the Grand Cold. This creature is fast, but not very dangerous, and it can slow down your party. Also, an Antidote will cure the party member's drop in speed. If you can't catch the monster (or simply don't want to try), set your party to the Skills tactic and cast spells to wipe it out of existence.



The third level contains the item that you seek and it's hidden within the Gott Statue. Explore the other rooms first, then head east into the room with the statue and claim the prized **Love Archery**. As the Gott Statue crumbles, the party automatically leaves the floor and heads directly back to B1. Back at the top, Rachel has forgotten who wanted what in the trading dilemma, so she leaves it to you to correctly swap the items. Don't worry—you can't make a mistake. If you speak to the wrong person, they just repeat what they want.



After correctly doing the trades, Bate hands Kite the **Plastic Sword**, a Key Item. But what is its use? Afterwards, Rachel gives Kite her member address. That makes Kite's second new friend in as many dungeons! Rachel then warps out and your party soon follows, returning directly to Carmina Gadelica.





PLOWERS AND PLAMES

Now that you've met two new friends, it's time to turn your attention to an old one. Gardenia invited Kite to an area with no further explanation, so this is a good time to investigate to see what the place holds. Add Gardenia to your party (Kite refuses to Warp to the place without her). Since this area is higher in level than any before it, bring Elk along to heal your party. With a larger group, you can get by without a Wavemaster as long as your two other party members have equipment that enables them to heal. With that said, bring Rachel along to get her leveled up slightly and start winning her affections for Kite.





QUIET, OBLIVIOUS, CABBAGE

RECOMMENDED PARTY: KITE, GARDENIA, AND RACHEL:







AREA VI	TALS
BATTLE LEVEL:	35
ELEMENT:	Fire
GRUNTY FOOD:	Grunt Mints Golden Egg Invisible Egg
ENVIRONMENT:	Molten
WEATHER:	Cloudy

MONSTERS
FIELD:
Armor Evil
Skate Rat Ark: Fire
Specter: Darkness
DUNGEON:
Armor Evil
Green Wyrm: Wood
Hackberry King: Wood
IronBall Mania: Earth
Skate Rat Ark: Fire
Specter: Darkness

ITEMS		
AREA:	MONSTERS:	
The Devil	Benkei's Guard	
Electric Guard	Bone Armor	
Fire Tempest	Demon Cloak	
The Fool	Gloves of Dark	
Hands of Storm	Gold Necklace	
Life Sword	Horse-Killer	
Meteor Swarm	Jet Bracer	
The Moon	Siegfried	
Thunder Anklet	Silver Rod	
Thunder Boots	TranquiLance	
Thunder Torque	Virus Core E	
	Virus Core F	
	Yosetu & Fuyou	

GOTT STATUE ITEMS

Gold Necklace Silver Scarab Yellow Candy

Fight a few enemies on the surface to make certain your party can handle the enemies that will appear in the dungeons. If not, leave and return with a different party makeup (for example, switch Elk in for Rachel), or level up a bit more in other dungeons. Your party members should be at least around level 33 or 34. This should enable them to hold their own.

DON! Porcet...

Before year and into the actual dungeor. Like some time to collect a first Grunt Mints.

The powerful Specters make a repeat appearance here. Use Mage's Souls if the need arises. The Bom-Ba-Ye, with its Thunder Coil attack, is effective against these enemies. The Armor Evils are also tough monsters, and they don't have an elemental weakness to exploit. Luckily, they don't inflict status abnormalities on your party members so designate one of your characters to hold back and heal.



Dungeon, B1



The entrance to the dungeon is close to the party's entry point to the level. Upon entering, Kite senses something lurking within. Gardenia confirms his suspicions, but true to her personality doesn't elaborate. To find out what it is, Kite and the rest of the party will have to explore deeper.



This dungeon is a bit smaller and more compact than previous ones. There isn't quite as much loot to collect either, although a few of the rooms do contain large amounts of treasure. There are also few portals in the dungeon at large, so even without the dedicated healing and magical skills of a Wavemaster you should be ust fine.



Dungeon,



On level B2, Kite tries to get to know Gardenia a bit better. He asks her about flowers, as she's known to visit flower-named areas in the past. Gardenia still seems reticent to open up, so continue into the main portion of the level.

There is very little if anything in the way of resistance here. There is only one portal and it may provide a treasure rather than a foe, so explore the area to its fullest. Don't forget to pick up the Eggs to use to raise more Grunties. As the group moves toward the staircase leading downward, Kite runs into a now-familiar face once more. Once again, Moonstone appears then quickly leaves without a word. Continue onward to B3.





You may encounter a few Hackberry King monsters on the third floor, giant mushrooms that can put your characters to sleep. They heal themselves and each other, making them a bit difficult to take down without either Data Drain or some form of Earth spell or attack.



Head east and loot the Gott Statue of its items before continuing straight ahead. In the northernmost room, Kite discovers the presence he sensed earlier. It's a monster called the Skate Rat Ark. This creature has lots of HP and it's Fire-based. Because it is so powerful, put your party into the First Aid tactic, then attack the creature all-out. When its HP gets low enough,



have Kite Data Drain it. Just be careful of its ability to Paralyze your party members; use an Antidote if your characters cannot heal each other of the status.

For winning the fight Kite receives a **Crystal Stone**. Gardenia seems unhappy about the outcome, and after a short discussion warps out of the Dungeon entirely. Kite has little choice but to follow after her, leaving the Gott Statue's treasure behind if you did not pick it up on the way through.



After finishing up in the dungeon, take care of any selling or storing of items in the Root Town, then log back off to your desktop for a while to see if anything new awaits. At this point, you should receive an email from the mysterious Moonstone. He does provide the Keyword Θ : **Bottomless Guffawing Raw Ore**, which is added to your list. In addition, Moonstone's member address is added to Kite's character information.

When you log back into "The World," Moonstone is absent. You can't visit the area that he mentioned without him, so it looks like it's time to visit that Protected Area that you've been putting off for a while. Perhaps Kite can find some information about Aura here.

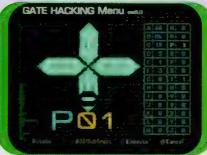
LEAVES OF BRASS

When you've thoroughly explored the other areas you've opened up, return your focus to the main quest. Someone caught a glimpse of the strange transparent girl at Λ : **Dolorous Evil Eyed Widow**, so head there now.

Recruit Mia and Elk into your party and prepare your party at the Elf's Haven. The Slayers weapon is a good choice, because it has attack skills that decimate both the Water and Electric creatures in the upcoming area. Take the Protect Ring (or another item with a strong Wood spell) to make short work of any Earth-based monsters. When you are ready, select the area from the Chaos Gate's Word List. As you try to enter the area you come across the first gate protection in the game.

In this specific case, you only need one Virus Core to open this area. That Core is the one given to you by Lios. Press up on your controller's directional pad to slide the Virus Core P into place in the Gate and unlock the area. Kite finishes the unlocking process using the power of his bracelet.





1:

DOLOROUS, EVIL EYED, WIDOW

RECOMMENDED PARTY: KITE, MIA, AND ELK







AREA VITALS

BATTLE LEVEL:	30
ELEMENT:	Water
GRUNTY FOOD:	Cordyceps Bear Cat Egg Golden Egg
ENVIRONMENT:	Snowfield
WEATHER:	Snowing

MONSTERS

FIELD:	
Mu Guardian: Earth Red Scissors: Water Tetra Armor: Electric	
DUNGEON:	
Mu Guardian: Earth Mystery Rock: Earth	

Mu Guardian: Earth Mystery Rock: Earth Phoenix Queen: Wood Red Scissors: Water Tetra Armor: Electric

ITEMS

AREA:	MONSTERS:
The Death Forester Helm Gaia's Spell Green Guard The Hanged Man Ice Floe	Bom-Ba-Ye Dante's Blade Dark History Devil's Axe Electric Guard Master's Axe
Ice Storm The Lovers The Moon Peasent's Cap Raitei Ranger's Boots Scarab Earring Singing Blade	Phoenix's Wing Virus Core B

Stone Storm

GOTT STATUE ITEMS

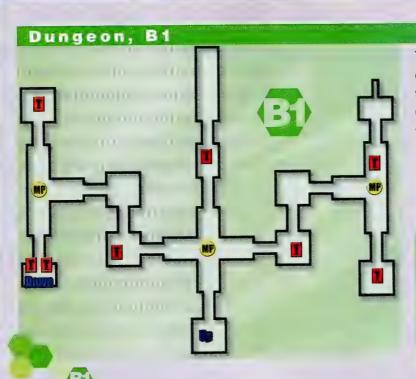
Lake & Sea Ivory Barrette Yellow Candy

DVERDRAINING

Although you can use Data Drain in this level don't use it too much once you letter the actual durageon its soon as you reach level 63, you need to use it to eliminate a monster completed by the Data bug. If you go the infection level grow too high before this point, you could be in for some trouble when use of Data Crain becomes necessary.

This area's level is lower than previous ones, so Kite and Elk should have no problems with the monsters. Open all of the Field Portals to gain stats for the Books of Ryu and collect the **Cordyceps** scattered all around. Use Twin Dragons, Twin Darkness, and MuJuk Kruz to take out the Red Scissors, Tetra Armor, and Mu Guardian enemies respectively.





The first level is fairly spread out, but there aren't a lot of encounters. The foes that do appear are similar to those in the field, with the addition of the Phoenix Queen. The level holds a fair amount of treasure, so fully explore the area before moving onward. Even the rooms with the staircases contain treasure chests.



Dungeon, B2



The main addition to the second floor of the dungeon is the Mystery Rock. This creature can hit hard, plus it regains HP slowly thanks to its Rig Saem spell. With three higher-level characters in your party, this monster still isn't too difficult, so continue to explore the entire level before descending once again.



Dungeon, B3

ADDITIONAL

The first hallway of the level has a strange purple glow at the opposite doorway. This signifies a special encounter, which is a warning to stop and prepare. Sure enough, as your party members enter the next room a portal opens, revealing a large monster infected with the Data Bug.







level 28 **pp** 845 **hp** 1170 **sp** 860 element Earth, counter with Wood skills N/A reward Virus Core M

With Mia at your side to attack the monster head-on and Elk hanging back to use his skills, the fight should go very smoothly. Command your party to use Skills to inflict the most damage to the corrupted monster. If the party starts to take damage, switch to First Aid for Elk, or for the group as a whole if things get desperate.



Kite should use Wood skills and spells like MeJuk Kruz to attack the monster, alternating between some of his complex attack skills. Keep a close eye on the enemy, because the Data Drain notification appears quite quickly.



Data Drain it to gain a Virus Core M and a normal Mu Guardian emerges as the Data Bug is purged from its system.

/SIDE DES

The party gains a second prize aside from the Virus Core, although this time it doesn't go to Kite. Elk picks up the prized **Aromatic Grass** and quickly hands it to Mia. Kite takes the opportunity to ask something that you may have been wondering about as well: Just what is the Aromatic Grass good for?

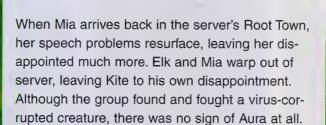


BACK TO THE DUNGEON

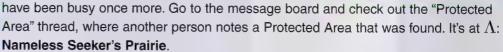
While you might be eager to check the message board for your next destination or visit the area that Moonstone mentioned, don't forget to head back to the area you just left to finish up the dungeon. After fighting the corrupted Mu Guardian, the party warped out without exploring the last parts of the area. Head back to loot the freasure from the Gott Statue.



In the process of the answer, it dawns on the other two party members that Mia's speech problems have suddenly disappeared as mysteriously as they appeared. The group then warps back out to the Root Town.



When you log back out to the opening screen of "The World," it becomes obvious that the posters







s is a good time to take another break from the main quest and take care of a side issue. Moonstone is still waiting for assistance in the area he emailed you about, so take him up on his request. He's logged back into The World and joins your group with his usual lack of commentary. You have one slot open and because this is another high-level area, choose a Wavemaster to back you up with healing spells. Since Elk has joined the party a few times already, select Wstral this time.



DW DN WEAFONS?

Type don't be any exercitingher I Two Blade weapons for Moonstone, don't warry. Managle ars in this sies drop the Yosetu & Fuyou weapon when you Data Drain them.

Take a moment to prepare your party, too. If you have any new Wavemaster items, give some of them to Mistral. A piece of light headwear that allows the casting of Ola Repth is the top priority here. If at all possible, make sure it has Rip Maen as a second spell. Moonstone is fairly easy to prepare. Since his equipment is weak, give him stronger equipment. This increases his affection rating toward Kite.



To prepare Kite, find something that enables him to use Water spells and skills. This equipment may be in short supply, but you should have at least a stash of Ice Storm and Ice Floe scrolls from the Protected Area that you just explored. Also, take along things like Pure Water to raise his Water attribute. Bring some Mage's Souls along as well for use in a pinch. Since Mistral may not have a spell to cure nasty status effects if you've given her Rip Maen, give some Antidotes to every character. Round out your supplies with Resurrects for everyone, just in case. With preparations now complete, return to the Chaos Gate and head into the area to see what Moonstone has in mind.

BOTTOMLESS, GUFFAWING, RAW ORE

RECOMMENDED PARTY: KITE, MOONSTONE, AND MISTRAL



AREA VITALS 35 BATTLE LEVEL: Fire ELEMENT: Snaky Cactus GRUNTY FOOD: Bloody Egg Golden Egg ENVIRONMENT: Desert Sunny WEATHER:

MONSIEF	R S
FIELD:	
Armor Evil IronBall Mania: Earth Skate Rat Ark: Fire	
DUNGEON:	
Armor Evil Hysteria: Electric IronBall Mania: Earth Skate Rat Ark: Fire Valkyrie: Wood	

ITEMS	
AREA:	MONSTERS:
The Death Fire Tempest The Hanged Man The Lovers Meteor Swarm Quakebeast Fur Stormlord Helm Thunder Torque	Demon Cloak Gloves of Dark Gold Necklace Kris Armor Lake & Sea Siegfried Spiral Wand TranquiLance Virus Core D Virus Core E
	Yosetu & Fuyou

STATUE ITEMS Protect Ring Ivory Barrette (x2) Upon entering the arid region of a desert, Moonstone succinctly informs the party that he wants the group to destroy all of the monsters in the dungeon. Because he offers no more explanation, you're left to attempt the task without knowing why you're even fighting.



One of the first things that crops up on the map is a Spring of Myst. Both the Spring and dungeon are to the north, so head in that direction. This Spring of Myst houses Monsieur Lv. 3, which can handle some higher-level weapons and increase their level. If you throw in the Slayers weapon for the Twin Blade, you receive the **Tsumuji** in return. This weapon enables its user to use the Wood-based attack Splinter Slash against the IronBall Mania monster. In addition, it provides a cheap attack skill to use against the non-elemental Armor Evil.

GOLD, SILVER, OR NEITHER?

Remember that you can avoid choosing either a Golden Axe or Silver Axe from the list at the Spring of Myst. If the Spring's spirit is of a lower level, you can get both instead of one simply by throwing in a piece of equipment too powerful for it to randle. If the spirit is of a high enough leve to improve powerful equipment don't waste its services on a Golden Axe of Silver Axe when you can guin those at the Springs scatter of I coughout lower-leve servers.





After using the Spring of Myst, don't stick around on the surface for very long. The fights from the Field Portals are tough, and although you can find the **Snaky Cactus** in the area, this type of food is few and far between. If you want to look for the food, check the areas by the rib cages that protrude from the desert floor.



If you intend to fight, look out for the nasty Skate Rat Ark creatures. These Fire-based creatures are tough; they hit hard with a chance to Life Drain and paralyze a party member. In addition, they can resurrect the other creatures in the area when they fall. Dispose of the Skate Rat Arks first and attempt to knock multiple enemies out at once; if not, they may cast Rip Maen. You can use Data Drain if multiple creatures are reviving each other. This gets rid of one of the casting creatures without having to kill it and risk having it revived.





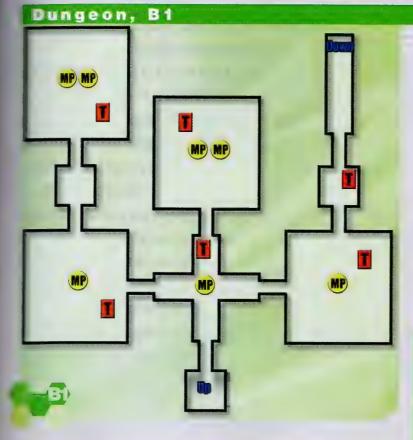
The other foes on the surface are the IronBall Mania and Armor Evil monsters.

The Armor Evils tend to appear in large groups, where they can surround and permate your characters quickly. If Kite and Moonstone get surrounded, command Mistral to use First Aid and let her stand at a distance to resurrect and heal them. If the entire party is taking too much damage, have the entire party use the First Aid tactic.



This first level holds Hysteria monsters, creatures that fight from a distance and cast Electric spells. They even possess the ability to put your characters to sleep. The Armor Evil and IronBall Mania also make an appearance, so stay on your toes in these cramped fighting quarters.

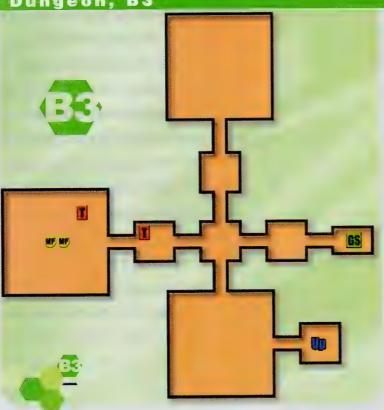
Be especially careful of rooms with two portals. It's difficult to avoid triggering both at once, and doubling up on the number of monsters that you fight at one time can be deadly. Set the party to use First Aid, and keep Kite out of the middle of enemies. If you're quick enough, try using Operation Recover at the edge of the room to keep the other party members from moving around and triggering the second portal.





Dungeon, B2

Dungeon, B3



B3 is notable due to the appearance of the Skate Rat Arks once again, as well as the addition of the Valkyrie. Use a few more Water-based scrolls against the former, and use Earth scrolls or skills against the Valkyrie if possible.



Upon reaching the first crossroads on B3, explore the northern and eastern branches before heading west. To the north, search for some loot in the first small room. The eastern branch of the fork leads to the Gott Statue. When you're finished, head to the west. The last two portals are in the second room.



After destroying the last monster in the dungeon, Moonstone warps out of the dungeon by himself. Somewhat confused, Kite hopes that Moonstone was satisfied with the results. The rest of the party then warps directly back to Carmina Gadelica, leaving any unclaimed treasures behind.





UNRAVELING MAN



this point in the game, you can do any number of things. For example, you can:

- Take part in any side quests (like Goblin Tag or Flag Racing) currently left unfinished.
- Check out a few random areas.
- Do some trading and Grunty raising around town.
- Check out the next Protected Area that you read about on the message boards.

Much like the previous Protected Area, this upcoming area isn't as difficult as previous ones. You're free to take any maracters along for the ride, ignoring the recommended characters if you see fit. (Piros and Sanjuro are recommended mostly because they have been a bit neglected lately.) Round out your preparations by picking up an extra Yosetu &

Fuyou Twin Blade weapon. If you don't have one to spare, bring your strongest weapon with a Fire-based attack skill. Try to wear at least one piece of armor that provides an Earth-based spell, and take a few extra Water scrolls or something with a Water spell. Lastly, don't forget a Darkness spell or a few Darkness scrolls.

The Keyword for this area only requires two Virus Core B items. You should have plenty of these cores already. If not, return to one of the areas in the lower-level Δ or Θ Servers and Data Drain some medium-sized creatures. Use the bracelet back at the Λ Server Chaos Gate to hack the Protected Area.



NAMELESS, SEEKER'S, PRARIE

RECOMMENDED PARTY: KITE, PIROS, AND SANJURO :







AREA VIT	ALS
BATTLE LEVEL:	32
ELEMENT:	Wood
GRUNTY FOOD:	Mandragora Immature Egg Golden Egg
ENVIRONMENT:	Leaf Mold
WEATHER:	Cloudy

Death Crane: Wood Phalanx: Electric	MONSTERS
Phalanx: Electric	FIELD:
Smiley Ray: Water	Phalanx: Electric Smiley Ray: Water
Death Crane: Wood Great Sled Dog: Fire Hysteria: Electric Phalanx: Electric Smiley Ray: Water	Great Sled Dog: Fire Hysteria: Electric Phalanx: Electric

ITEMS		
AREA:	MONSTERS:	
Air Bracer	Copper Lance	
The Devil	Darkness Hood	
The Fool	Demon Cloak	
Forester Helm	Gloves of Dark	
Gale Breath	Handyman's Axe	
Green Gale	Kurogane	
The Hanged Man	Midnight Helm	
Holy Tree Mail	Patriot	i
Lincoln Green	Spiral Wand	
The Lovers	Virus Core D	
Mage's Soul	Virus Core E	
The Moon	Virus Core F	
Peasant's Cap		
Resurrect		
Spirit Armor		
Stone Storm		

GOTT STATUE ITEMS
Gloves of Dark Silver Scarab (X2)

This area has a Spring of Myst right outside the dungeon, close to your party's starting point. This Spring has a Lv. 3 Monsieur that can increase the level of a weapon, so throw in a Yosetu & Fuyou weapon to gain a **Homura** in return. This weapon is good for this area, because it allows its user to use a Blazing Wheel Fire-based attack against the Smiley Ray enemies. It also comes in handy against the final boss of the dungeon.







Wander around the Field for a while, opening all of the Field Portals if you want. Your party should have a relatively easy task during any fights, which will help to level up Kite's allies who have been neglected. This area also has a decent number of

Mandragoras for use in raising Grunties. The Death Cranes and Smiley Rays are familiar foes, while the Phalanx are new threats—but not particularly dangerous.



This Dungeon has treasure chests within the entry and staircase rooms On the first trip through the dungeon, all of the chests contain **The Hanged Man** or **Stone Storm** scrolls. On return trips, however, the chests become random like the others in the dungeon.

The first level of the dungeon reintroduces the Hysteria enemy, so make sure none of your characters get put to sleep. Armor with a Darkness spell like MeAni Kruz (for example, the Geist Ring) can make quick work of these pesky spell-casters.



The Great Sled Dog enemies appears in B2. Since they're Fire-based creatures, use Water-based scrolls if possible; otherwise, attack them one at a time with normal attacks until they drop. Don't let the party's HP drop too low at any point, because these creatures can breathe flames to affect an entire area.



Dungeon, B3



A short distance into level B3, the party discovers the same kind of black flames stretching across a doorway that marked the previous Protected Area's boss. Take this as a hint and heal your party members, then head through the doorway.





The first sight upon entering the room is very strange indeed. Standing in the room is what seems to be another character—except that entire sections of the character's body are missing! There isn't much time to react, as the character's presence triggers one of the Dungeon Portals. As expected, the portal reveals the boss of the dungeon. It's another Data Bug creation that immediately begins to attack the apparently oblivious stranger. Don't just stand by and watch—jump into the fray!



BOSS FIGHT: SCORPIOID



This Data Bug monster can hit hard with its wickedly spiked tail, so set one or both of your supporting characters to First Aid, and keep an eye on everyone's HP. The fight shouldn't last long enough for health to be much of an issue, but it's better to be safe than sorry.

Scorpiod is weak against Fire, so use the Homura to take him out very quickly. Between the strength of the weapon and the monster's elemental weakness, it should only be able to take two or possibly three rounds with the Homura's Blazing Wheel skill before becoming vulnerable to Data Drain. Drain the creature to receive a Virus Core N while revealing the still strong but manageable Scorpioid under the Data Bug's corruption.

Without the Homura weapon, this fight will last a big longer. Choose a weapon with a Firebased attack skill. Also, use these skills and any Fire scrolls to wear the Scorpioid down to the point of Protect Break.

Once the normal Scorpioid is revealed, use another Fire skill or two to finish it off, or just whittle it down through normal attacks if you're low on SP. If SP becomes an issue, switch the group to the Skills tactic to take it out faster.





REALTIONS

One mane: thing to note is that a chief exter if you party has his a far own separate for tion to being the corrupted Scornaid attack Sheraton The also have a reaction to Sheraton's attitude at the end of the fight. If you play the game multiple times, choose different party members each time to see their different takes on the situation.

After saving the strange half-character that was being attacked by the monster, you would expect some measure of gratitude. Wrong! The character, Sheraton, doesn't seem to have noticed that your party kept him safe. If anything, he seems to think that you're intruding on his business. He eventually departs the area, leaving the party to wonder what just happened.



Sheraton's disappearance, the party returns to Λ Server's Root Town once again leaving the Gott Statue and its treasures behind (don't forget to return for later). While Kite explores the town, a notification of New Mail appears in the speleft corner of the screen. Finish up any remaining tasks in the Root Town, then back out to the Desktop. Once outside the game, check out Kite's new mail. Lios earts to know the results of Kite's investigations, plus he has new orders for Kite.

After reading the message, log back in to find Lios waiting for Kite. Kite begins his seport and immediately realizes another oddity. Although Sheraton seemed to be

a player character, albeit one unlike anything he's seen before, he was standing in the depths of a Protected Area when Kite and the others reached him. After hearing this, Lios gives an unconvincing explanation. There's nothing to go on for now, so set the mystery aside to unravel later, if possible.







Lios neglects to give Kite any further instructions, and there are no other Keywords to use. Therefore, revisit the log-in screen to see if anything else has occurred. There is a new post on the board, but it's just a question about the quirky graphics within the once protected areas and not a lead to a new area.

Returning to the Desktop is a bit more promising. Kite has yet more mail waiting for him after his report to Lios. One message is from BlackRose, who remains unconvinced about Lios' orders. Reply to this email as you see fit. The other message is from Lios. It mentions something about an area with heavy infection. He says the Keyword is Λ : Ressurrecting Confused Judgement. Finally, another new Keyword to go on! Return to Λ Server and prepare to explore once again.







A DEADLY BAME OF TAB

BlackRose greets Kite at the Λ Server Chaos Gate. She has been speaking to Lios, and gives Kite a second **Virus Core M** for use in Gate Hacking. She stays by the gate, obviously expecting to tag along to the next Protected Area. In fact, she vigorously protests if you try to take another party to the area without her. This area is one of the tougher areas in the game, so bring along a Wavemaster with the highest level and HP.

To prepare for this area, stock up on Mage's Souls, Healing Potions, Antidotes and Restoratives. Share some of them with the other two party members, but keep the majority of them for Kite. Also, pick up a few Speed Charms from the Elf's Haven. Bring along an extra Tsumiji weapon if possible.

To hack the gate to this Protected Area, you must use more Virus Cores than in the past. When the Gate Hacking screen appears, press up twice on the directional pad to insert two Virus Core Ms into the gate. Then use the side buttons on the directional pad to rotate the hacking interface, which enables you to insert a Virus Core D and Virus Core E into two more sides. Completely hacking the gate enables the party to access the next area, one that is more corrupted than ever.





RESURRECTING, CONFUSED, JUDGMENT

RECOMMENDED PARTY: KITE, BLACKROSE, AND ELK =







BATTLE LEVEL: 34 ELEMENT: Fire GRUNTY FOOD: Snaky Cactus Bloody Egg Golden Egg ENVIRONMENT: Grassland WEATHER: Cloudy

MONSTERS
FIELD:
Hackberry King: Wood Hysteria: Electric Metal Eraser: Earth
DUNGEON:
Green Wyrm: Wood Hysteria: Electric Skate Rat Ark: Fire Specter: Darkness

ITEMS		
AREA:	MONSTERS:	
Cygnus	Benkei's Guard	
The Death	Cloak	
Fire Tempest	Ebony Armor	
Quakebeast Fur	Full Swing	
Hands of Storm	Gold Necklace	
The Hanged Man	Horse-Killer	
Ion Strike	Jet Bracer	
The Lovers	Silver Rod	
Mage's Soul	Spiral Wand	
Meteor Swarm	Virus Core D	
The Moon	Virus Core E	
Quakebeast Fur	Virus Core F	
Resurrect	Yosetu & Fuyou	
Storm Bracer		
Thunder Armor		
Thunder Gloves		

Simply setting foot in this area warns Kite that something dangerous lurks inside. If the bracelet's warning wasn't enough, the higher level of corruption is a good clue. The system "noise" is worse

than ever, even more worrisome in an area with tough creatures.

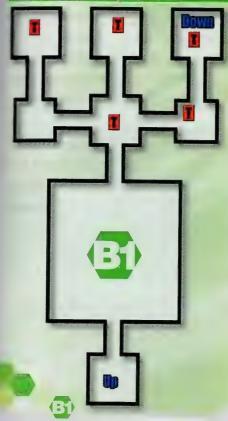
Don't spend too much time fighting monsters in the Field. You're soon going to need every bit of strength possible, and the creatures here are strong. When triggering a portal, watch out for the Hysteria creatures and their ability to put your party to sleep. Use a Darkness spells to dispose of them from a distance. If you spot the Hackberry King creatures, focus your party's attacks on one creature at a time to damage it faster than the other Hackberry Kings can cast healing spells.





Although it's best to avoid most of the Field Portals (using the Grunty Flute if you like), stop by the area's Spring of Myst before entering the dungeon. There is a Monsieur Lv. 3 here, so throw in an extra Tsumiji weapon to get a **Mikazuchi**. This is a weapon of the same level, but it possesses the Thunder Coil Electric skill. This skill is effective against monsters in the Field and the dungeon. Leave the Myst of Spring and head east to tackle the dungeon.

Dungeon, B1



The corruption and noise in the area reaches its crescendo in the first large room of the dungeon. The screen becomes so jumbled that the system seems fated to crash. It's at this moment that a new Data Bug monster appears.

The creature doesn't immediately attack, which gives the party members a chance to recover from the momentary static. Kite unleashes a flurry of attacks against the creature with little to show for it. Suddenly, the creature disappears into thin air, moving further down into the dungeon. Direct your party into the dungeon to give chase.

Don't let your pursuit of the Data Bug distract you from looting the dungeon of its treasures. B1 has no portals, so explore the rooms without fear of tough encounters. Two of the rooms have lots of breakable eggs, so prepare to find

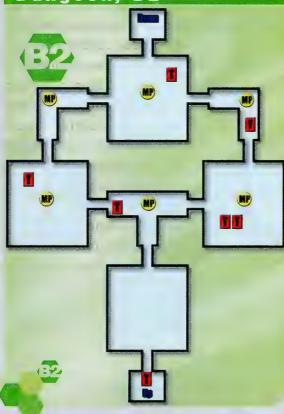
some more healing items. One of them even has a Symbol where you can gain a random beneficial effect for your characters. Make sure you loot the chests by the staircases to get the rare **Ion Strike** and **Cygnus** scrolls; others hold the more common **The Moon** scrolls.







Dungeon, B2



B2 is similar to B1 but with an increase in system glitches as the party enters the first large room. The Data Bug also makes another appearance. Kite once again attacks the gigantic form ferociously, but is thwarted again as the creature descends to a lower level.



Follow it into the dungeon a second time.

This level is a more dangerous to explore. There are portals sprinkled throughout the level, discharging the nasty Specter monsters. These creatures are quick to Skill Drain your characters. The Mikazuchi or another Thunder-based weapon is effective in these fights. Try using some Ion Strike scrolls, too.

The Skate Rat Arks, with their Rip Maen abilities, also make a repeat appearance. Dispose of them first, through Data Drain if need be, to keep multiple monsters from resurrecting each other. You can even use Cygnus scrolls against them.



Dungeon, **B**3



The third level has a few more portals, including a chance to fight the Green Wyrm enemy. Use any Earth-based spells or scrolls to take it out before it can use its own skills against your entire party. Try to make it through the



remaining fights without letting your party get too weak, and don't waste any precious remaining items.

Head for the doorway with the dark flickering aura at the entrance. Make certain your party members are

properly prepared, so heal



their HP and SP and give them any last high-level items that you may have found while exploring the dungeon. Lastly, restock their restorative items if needed.



BOSS FIGHT:





level 99

pp 15,000

pp 999

element N/A

skills Data Drain
Demon Fire
Invisible Dolls

reward Segment 1

The first thing to do is issue the general "Skills" command to make BlackRose attack the enemy with her Heavy Blade abilities. After doing so, immediately order Elk to switch to the First Aid strategy so that Kite can focus more on fighting. You still need to keep an eye on your group's status and heal from time to time, especially to restore Elk's SP with Mage's Souls.



Innis goes through cycles in which the creature stands still, then reappears elsewhere, usually using one or more of its skills. When the creature stands still, use a Speed Charm on Kite to make him cross the field quickly and launch a complex attack skill. Use one on BlackRose as well, if you have some to spare.



After using a Speed Charm on Kite, run up to Innis and use Kite's Twin Blade attack skills. Because Innis has no elemental weakness, the Mikazuchi's Saber Dance ability is a good choice since it costs only 10 SP per use. Innis is resistant to magic, so don't cast spells or use scrolls. Kite can unleash one complex attack, and possibly part of a second, each time the creature freezes in place. When Innis starts moving, prepare to face one of the creature's variety of skills.



The least annoying effect that Innis uses is an attack in which it floats into the air, then slams down onto the ground sending out a shockwave that hits all of your characters. The shockwave only causes around 200 to 270 HP of damage to each character, so make sure Elk heals your party regularly. Try to avoid casting recovery spells with Kite—this takes too long and it forces him to miss out on a good opportunity to attack. Innis uses the Visions of Self ability quite frequently. This skill focuses on one character and inflicts a random negative status on him or her. Have an Antidote or Restorative ready as soon as the skill ends if the circumstances warrant.

The Thunder Trance skill also focuses on one character, although anyone in the immediate area is also affected. When used, this skill casts a strong Thunder spell against one party member. With a high level and a good resistance to Thunder, this becomes one of the easier skills to survive. Rely on your Wavemaster to heal any damage inflicted by this skill. The Demon Fire skill is nearly identical to the Thunder Trance, except that its element is Fire.







Another of Innis' skills is called the Invisible Doll attack. Here three "dolls" from a variety of elements attack your entire party. Each doll strikes a different area of the combat field, inflicting damage to anyone in the range of the effects. As soon as you see this skill, use a Healing Potion or a Resurrection item on anyone down to 300 HP or lower in case Innis follows up with another multiple attack. Once again, Elk can heal the rest at his leisure.

Innis can also use Data Drain and will likely do so two or three times during the battle. This skill is used against only one party member. It causes a large amount of damage (around 400 HP) and inflicts the drained character with a multitude of status afflictions, such as confusion and sleep.

Eventually, the party's attacks wear down Innis to the point of Protect Break. Plus, Kite can use Data Drain against the monster to receive the Key Item

Segment 1, stripping the creature of most of its protection in the process. The drained version of the foe has the same skills, but it has only 3000 HP. Kite can quickly finish it off with only a few weapon attack skills.









WHERE'S THE

This time wan you return to the dungeen after the boss light. It room where Innis made its home is now sealed. Therefore, there isn't a Gott Statue.

After the fight, everyone returns to town once again leaving anything remaining in the dungeon unclaimed. The town is deserted with only Shopkeepers and Grunties to keep you company. Lios is next to the Chaos Gate and the administrator wastes no time in admonishing Kite for destabilizing the system to the point of forcing a system shut down. He commands everyone not to do anything until contacted, then leaves in a huff.





When you're ready, head back to the Desktop. Read the news items to learn more about "real world" events. After logging out of "The World," any attempt to return brings up the message that the game is unavailable due to maintenance. Kite begins to worry that he is in fact the cause of the problems, just as Balmung said.

Back on the Desktop, Kite has two new mail messages waiting. One is from BlackRose, protesting Lios' treatment and suggesting that she and Kite ignore his orders from now on. The other message is more of a surprise. The mysterious Aura has left a message, although it's somewhat garbled. One thing stands out clear in the message: the new Keyword Λ : Merciless Grieving Furnace.



When you log back in to "The World," a familiar face greets Kite. This time Mistral as the string by the Chaos Gate and wants to accompany Kite on his next adventure. She will wait by the gate until Kite is ready to head to the next area.

Server's Root Town for a while. A lot of new faces are there, sever characters who Kite has not yet met. Oddly, none of them are willing to instead, they stand around in one place responding when spoken to. None of the other familiar faces appear, making it no wonder that Mistral was spooked.

The main fight in the area requires a good balance of magical skills and physical stacks, so choose a Twin Blade for the job. Moonstone is a good choice at this stage.

Wake sure each of party member has access to spells through their equipment.

Try to arrange things so that Kite has access to an area-effect spell (like Juk Kruz)

and a stronger level 2 spell. Take a few scrolls of these types along as well. Take

at least one Earth-based spell or skill for your various characters, and make cer
that Kite and Moonstone (or whoever your third character may be) have a





reap physical attack skill. Tsumujis are good, as they are powerful weapons with both types of attack. Plus, one of the field monsters is Earth-based, making the Splinter Slash skill useful. The area that Aura asked you to warp to is unprotected, so no Gate Hacking is necessary. This seems a bit odd when Kite and the others reach the area, since it is obviously corrupted.

1: MERCILESS, GRIEVING, FURNACE

RECOMMENDED PARTY: KITE, MISTRAL, AND MOONSTONE:



AREA VIT	TALS
BATTLE LEVEL:	35
ELEMENT:	Fire
GRUNTY FOOD:	Grunt Mints Invisible Egg Golden Egg
ENVIRONMENT:	Molten
WEATHER:	Cloudy

MONSTERS	
FIELD:	
Armor Evil Hackberry King: Wood IronBall Mania: Earth	
DUNGEON:	
Hackberry King: Wood IronBall Mania: Earth Valkyrie: Wood Voodoo Goblin: Fire	
VOODOO GODIIII. 1116	

ITEMS	
AREA:	MONSTERS:
The Devil	Benkei's Guard
Fire Tempest	Bouncer Gloves
The Fool	Gloves of Dark
Hands of Storm	Jet Bracer
The Hanged Man	Kris Armor
The Lovers	Lake & Sea
Meteor Swarm	Siegfried
The Moon	Slayers
Resurrect	TranquiLance
Storm Bracer	Virus Core D
Thunder Anklet	Virus Core E
Thunder Armor	Virus Core F
Thunder Gloves	Yosetsu & Fuyou
Wood Sprite)
Thunder Anklet Thunder Armor Thunder Gloves	Virus Core D Virus Core E Virus Core F

This area's dungeon is to the northwest of the party's entrance point. Don't fight much in the Field right now, but do head to the north of the dungeon to collect a few **Grunt Mints**. If you trigger a portal, you'll only see familiar foes.



Dungeon, B1

The first level is spread out but it only contains three portals, so explore it if you like. The Valkyrie and Hackberry King inhabit B1, so this is where your Earth-based skills and spells come in handy. If you run into one or more Hackberry King or Valkyrie, put your party in a Union Battle strategy and have them use Skills. This enables Mistral to cast spells to take down the creatures faster than they can heal.



Dungeon, B2

The chests at the start of this level contain **Wood Sprite** and **The Hanged Man** scrolls on this trip
through the dungeon. After Mistral and Kite's conversation ends, head farther into the dungeon.



The second level resembles the first, with only a few Dungeon Portals. Explore the mole area and collect scrolls for use against the dungeon's boss. You may run some of the Voodoo Goblin creatures here, which are very fast spell casters. To counter them, cast spells or read scrolls from afar, or just corner them and attack after eliminating any other monsters.

After opening the last Dungeon Portal, head off to each side to loot the treasures in the side rooms before taking the stairs down. Visit the room to the west last, because it holds a Symbol. The longer you wait to activate it, the less time it has to wear off before you reach the last fight of the area.



Dungeon, B3



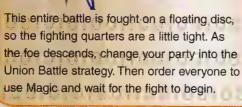
Pick up the scrolls from the chests at the base of the staircase, then head into the next room. You will notice the familiar dark flames at the opposite side of this large space, so heal and properly equip your party members for the upcoming boss fight. When you're ready, forge ahead to find out what the room has in store.

Upon entering the area, Kite is startled when the Segment that he won from Innis begins to glow fiery red and rises from his inventory. It floats to the ceiling on its own, where it is suddenly joined by the figure of Aura. As the party watches in awe, Mistral finally seems to realize that more is going on here than just a game.

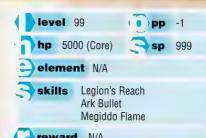




BOSS FIGHT: CUBIA









This fight isn't actually against Cubia. The main target is a "creature" called the Cubia Core, which appears as Cubia takes its place at the edge of the disc. The Core starts off with immunity to physical attacks, so cast your strongest spells at it (or scrolls) while the rest of the party does the same.

As the fight continues, more creatures appear—multiple foes comprised of a mix of the Repth Gomora, Kill Gomora, Varius Gomora, and Downer Gomora. The Repth Gomora periodically cures the Core for 200 HP each time,

while the Downer Gomora inflicts your party with various negative effects. The Kill Gomoras attack, while the Varius Gomora alternates their attacks. The Core is the main target, so focus on it. You should switch to area-effect spells if possible to take out at least some of the Core's allies while still damaging the Core. Since you're not taking out the Repth Gomora except as collateral damage, keep up a level of damage higher on the Core than what the Repth Gomora is healing.



As the Cubia Core's HP drops toward 4200, make sure your party's HP is above 300. Once the Core's health drops below that point, the combat freezes as the Core pulls back and Cubia takes action. This first time, Cubia uses Legion's Reach against your party, reaching down with a clawed hand and inflicting around 300 HP to each party member.

At each following interval of 800 HP lost from the Core, the same thing occurs although the skills used cycle between Legion's Reach, Ark Bullet, and Megiddo Flame. Ark Bullet has the same effect as Legion's Reach, while Megiddo Flame blasts each party member twice for around 200 HP of damage.



When Cubia's attack ends the fight begins again, with the field cleared of all enemies except for the Cubia Core. This time, the Core is resistant to magical attacks and each following time that Cubia makes an attack the Core toggles once more between the two. While the Core is strong against magic, switch your party as a whole to the Attack strategy, then switch Mistral individually to First Aid. Now use physical attack skills such as Tiger Claw, as Moonstone (or your other character) does the same. If you brought





Moonstone and equipped each character with a Tsumuji, these intervals of physical attacks go very quickly as the relentless double Tiger Claw attacks take the Core down fast. As an added touch, position Kite in the center of the mass of creatures as more appear and let the Tiger Claw attack damage most of them at once.

When the Core's HP falls to 3400, the next attack in the cycle occurs from Cubia and the cycle begins anew with the Core resistant to physical attacks. Keep switching between the two strategies as you did for the first two "rounds," and make sure the party is healed before each HP threshhold is reached, especially before Megiddo Flame. The Cubia Core is unlike the other bosses because it isn't one of the Data Bugs, so it's not vulnerable to Data Drain. It's important to deplete the boss' HP without ever getting a Protect Break. Because of this, you don't receive a reward for winning the fight.



After the fight, a figure warps in behind the characters. Helba has apparently an interest in the goings on, and proclaims herself impressed with Cubia's exeat. She even provides the group with a bit of helpful, albeit ambiguous, advice. wife must release Aura, however that may be done. She either doesn't know for certain if that will wake Orca from his coma, or she's not saying but it's not a bad ma to work toward nonetheless. Helba then departs, leaving the party to return to Carmina Gadelica.



Back in town, Mistral takes her leave of Kite. She even reveals a bit more tangible as well—she presents him with Forestlore as a gift before logging out. This sone of the rare books to raise Kite's Element parameters permanently, this one raising Wood Element by +2.

As Kite goes his own way within the Root Town, the New Mail notification appears. =-.sh up any business here—don't worry about returning to the previous dungeon explore behind the Boss's lair, as once again the path at the bottom of the dungeon is sealed on subsequent trips. When you are done in town, log back out to me entry screen to find new board posts. Check out the new posts, where a few new paths open up.



The first post of note, if you won the sixth and seventh Goblin Tag rounds, is a challenge from Zyan R to participate in round eight. Refer to the "Side Quests" chapter for more details.

The next new post on the board is from a character named Marlo, who has addressed this message to Kite. Apparently, Kite is getting well-known in "The World." Marlo asks Kite to visit Λ : Stalking Silent Footstep. While there are more new posts on the board, they're just random chatter so read them at your own discretion. When you're finished, quit "The World" and head to your Desktop to read some new mail. There is new News waiting as well, although none of it impacts Kite in the game world. The various mail messages are from some of your friends, and two of them reveal helpful Keywords. This really creates some options for the near future. First, Piros asks Kite for his help as a witness at Λ : Shapeless Haunted Holy Ground.

Sanjuro also wants Kite's help, although at least this is not a matter of revenge or pride. He asks Kite to visit 1: Bitter Hot-Blooded Sand Trap. As making your allies stronger can only help things, this is something to attend to when you have the chance. Kite also receives an email from Natsume, one that sounds a little worrisome. Check the board again after this point to receive yet another Keyword, and information that makes Natsume's email slide into place.

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NATSUME'S NAIVETE



After reading all of the new posts and email, one of the most troublesome topics is the one about the Level 10 Vine. It's bad enough that pranksters are posting hoaxes like this on the message board, and from her email it sounds like Natsume seems to have fallen for it hook, line, and sinker. Logging into "The World" and trying to contact Natsume via Flash mail confirms that something is up—she isn't even available to join your party. Clearly something needs to be

Although Rachel and Gardenia are suggested party members for this journey, this is mostly because they have been neglected for a while and could use the extra experience. There is also a nice high-level Blademaster weapon available through Data Drain here, making Rachel a good choice for this reason.



BOTTOMLESS, HOPELESS, FOOTSTEP

RECOMMENDED PARTY: KITE, RACHEL, AND GARDENIA







AREA VITALS	
BATTLE LEVEL:	39
ELEMENT:	Wood
GRUNTY FOOD:	Mushroom Invisible Egg Golden Egg
ENVIRONMENT:	Leaf Mold
WEATHER:	Night

MONSTERS
FIELD:
King Snakoid: Fire Mummy Scissors: Wood Orochi: Earth
DUNGEON:
Hackberry King: Wood Mummy Scissors: Wood Orochi: Earth
Pumpkin King: Darkness Statue Menhir: Electric Voodoo Goblin: Fire







The party's starting point is far from the dungeon's entrance and the Spring of Myst, which is to the northeast. Because of the large amount of ground you need to cover, you'll be forced to fight quite a bit unless you use the Grunty Flute to summon one of your Grunty friends. You may want to spend a little extra time wandering around to gather a few **Mushrooms** as well.

You may encounter larger groups of King Snakoid and Mummy Scissor monsters while on the Field. These creatures hit fast and hard, so avoid fighting in the center of them. They can't take much damage in return, so keep to the outside of the monster groups and attack from the flanks. Use Operation Wonder Battle to allow each party member to attack his or her own closest target.

If a character gets pinned down by one of the monsters and starts taking damage, switch one party member (or the group as a whole) to First Aid. In a less hectic fight, Kite can cast Ol Repth and use Healing Potions when needed. Don't forget to use Data Drain against the Mummy Scissors to pick up at least one Fire & Sky

RESTANCE TO THE PROPERTY OF TH

to use Data Drain against the Mummy Scissors to pick up at least one **Fire & Sky** weapon to give to Rachel. Use Data Drain against the King Snakoids to get the **Stonecrusher** Heavy Blade weapons.

Before tackling the dungeon, stop by the Spring of Myst and throw in a piece of equipment. The Tsumiji once again becomes the Mikazuchi. If you have a spare Mkazuchi already, don't throw it into the Spring. It's too strong for Monsieur Lv. 3 to handle, so a Golden Axe and Silver Axe is all you receive in return.



Dungeon, B1



The monsters in B1 tend to be the Orochi, Earthbased monsters that fight alone but are easy to defeat. Let Kite use his Splinter Slash to dispose of the creature in no time.



Dungeon, B2



The Pumpkin King monsters appear on level B2, and these Darkness-based creatures can unload a flurry of attacks in no time. They also cast Darkness magic from a distance. Their physical attacks are



weak, but many tend to hit close together. Their strikes also have a chance of landing the "Death" effect, taking the

unlucky character down to a fraction of his or her HP in one blow. Switch to the Mikazuchi to exploit the creature's weakness by using Thunder Coil.



The monstrous addition to this dungeon is the Statue Menhir.

This Electric-based monster moves quickly, but isn't a threat on

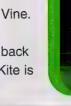
its own. When fighting in a group, however, it has the tendency to resurrect other creatures. Therefore, if one appears with a group of other monsters, eliminate the Menhir first.



This floor has a good amount of loot but few monsters, so explore every nook and cranny. Explore the northernmost stretch of dungeon last. The Gott Statue is to the east, so head



there for the **Rare Greaves** and some other items. After looting everything from the dungeon, head directly north from where you opened the final Dungeon Portal. As the party enters, they discover Natsume fighting a Hackberry King. As Kite jumps into the fray, fiercely attack it to drop it in no time.



Even after the fight, Natsume is unhappy because she can't find the Level 10 Vine. When Kite explains that the post was a hoax, she takes it in stride. Of course, whether the lesson will stick or not remains to be seen. After everyone warps back to the Root Town, Natsume becomes available to join Kite's once more. Now Kite is free to investigate one of the other areas of interest on his Word List.





SWORD ROR A SAMURAI



is a good time to take care of Sanjuro's polite request. He wants a new, powerful sword and Kite is the person to him out. Since Sanjuro is the one who suggested the area, he needs to be in the party. With one Heavy Blade and win Blade in the group, any character would make a good third choice. However, since Natsume is available again aring her along to increase her stats.

1:

: BITTER, HOT-BLOODED, SAND TRAP

RECOMMENDED PARTY: KITE, SANJURO, AND NATSUME







AREA VIT	TALS
BATTLE LEVEL:	39
ELEMENT:	Fire
GRUNTY FOOD:	Snaky Cactus Bloody Egg Golden Egg
ENVIRONMENT:	Desert
ABATHER:	Cloudy

MONSTERS
FIELD:
King Snakoid: Fire
Orochi: Earth
Pumpkin King: Darkness
DUNGEON:
King Snakoid: Fire
Nobunaga Soul: Electric
Orochi: Earth
Pumpkin King: Darkness

ITE	MS
AREA:	MONSTERS:
Fire Tempest	Flaming Rod
Flame Blast	Golden Helm
Hands of Ebony	Linen Cuirass
The Hanged Man	Saint Cross
Mage's Soul	Stonecrusher
Meteor Storm	Tsumiji
Quakebeast Fur	Virus Core D
Resurrect	Virus Core E
Thunder Cloak	

GOTT STATUE ITEMS

Demonic Sword Mage's Soul Ivory Barrette

This area's dungeon is at quite a distance away, as is the Spring of Myst. You will kely have to fight a few times before reaching either of them, unless you use a Grunty. The monsters in the Field should look familiar. The King Snakoid and Pumpkin King are still challenging monsters, but they're not difficult to defeat. The King Snakoids drop Stonecrushers, which make good presents for Sanjuro until he can find the sword that he came for.

The Orochi enemy also makes an appearance, although it's not very tough. You may even consider opening all of the Field Portals to increase the count for the Books for Ryu, collecting a few **Snaky Cacti** along the way.

The Spring of Myst is a short distance northwest of the dungeon's entrance. Just as the other Springs before it, it houses a Monsieur Lv. 3, capable of improving your weapons greatly but not capable of handling the Mikazuchi or anything of equal power. Use it to improve a less powerful piece of equipment, or throw in a Mikazuchi to gain a **Golden** and **Silver Axe**. When you're ready, head into the Dungeon to search for Sanjuro's prize.





Dungeon, B1





The familiar creatures from the Field also make their home in the first levels of this dungeon, alongside a new foe—the Nobunaga Soul. This new monster is Electric-based, but it's not difficult to defeat. Better yet, Data Drain it in hopes of netting an extra **Tsumiji**. Try to claim one for Kite and Natsume, and pick up an extra one for Moonstone or for use at a Spring of Myst. The Nobunaga Souls occasionally drop the **Golden Helm** after being drained. These helmets are useful for Kite, Natsume and Sanjuro.

Dungeon, B3



The dungeon's third floor contains more of the same, but don't jump the gun and visit the Gott Statue before exploring the rest of the dungeon. The statue holds the **Demonic Sword** that Sanjuro wants so badly, so claiming the katana and other items triggers the next scene.



Kite gives the Katana to the samurai, no strings attached. In return, Sanjuro gives Kite the **Blades of Bond** before the entire party warps back out to the Root Town. These blades, a rare, high-level Twin Blade weapon, have better stats than the Mikazuchi with more skills to boot.

MYSTERIOUS MEETINGS

#fier helping a few of his friends, Kite should be at a high enough level to venture into the area where Marlo wants to meet him. Kite must come alone, so this may be a dangerous trip. However, as long as he is at least level 40, there shouldn't be a problem.

Whether you plan to fight or not, bring some Healing Potions along just in case. Also, bring a few Water scrolls (like Ice Foe or Cygnus) to use against a few of the area's creatures. Make sure Kite is carrying at least one high-level weapon arth an Electric attack on it. As he should be wielding the Blades of Bond by this point, that shouldn't be a problem. The Greave Sticker boots with their Water spell are also a nice extra touch, plus they lessen the need for the scrolls. As a sownside, however, the Greave Sticker boots lower Kite's stats compared to the Deluxe Boots.



STALKING, SILENT, FOOTSTEP

RECOMMENDED PARTY: KITE =



AREA VIT	ALS
BATTLE LEVEL:	38
ELEMENT:	Water
GRUNTY FOOD:	Mushroom Invisible Egg Golden Egg
ENVIRONMENT:	Leaf Mold
WEATHER:	Raining

MONSTERS
FIELD:
Great Sled Dog: Fire King Snakoid: Fire Voodoo Goblin: Fire
DUNGEON:
Great Sled Dog: Fire Headless King: Darkness King Snakoid: Fire Valkyrie: Wood

ITEMS	
AREA:	MONSTERS:
The Death	Copper Lance
Electric Guard	Darkness Hood
Glitter	Greave Sticker
The Hanged Man	Kris Armor
Hell's Gate	Lake & Sea
Ice Floe	Linen Cuirass
Ice Storm	River Spear
Lightning Cap	Slayers
The Lovers	Stonecrusher
Thunder Torque	Virus Core D
	Virus Core E



Kite's arrival point places him a short distance west of a Spring of Myst and the dungeon's entrance. The placement of the Field Portals provides a clear run to both of these even without the use of a Grunty. Kite can even use a Fairy's Orb to make sure he doesn't stumble into one and trigger it by accident.

This Spring of Myst houses a Monsieur Lv. 3, but this one actually *lowers* the level of equipment thrown in. You can avoid the Spring if you want, or you can throw in an extra piece of equipment to get a Golden or Silver Axe (or both).



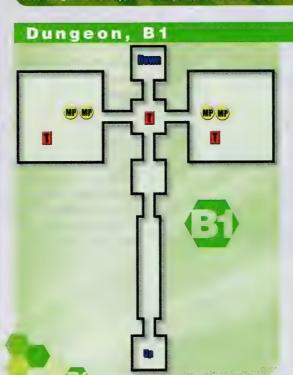
If you want to fight on the Field, the area directly surrounding the dungeon's entrance holds a few **Mushrooms** to collect as well as a couple Symbols to trigger. If Kite gets into a few fights, keep him from being trapped by the King Snakoids or Great Sled Dogs. Use some Water scrolls against either one of these threats, or a Water spell from the Greave Sticker.

The biggest problem with the Voodoo Goblins is that their spells can temporarily freeze Kite in place as they inflict damage, leaving him vulnerable to being surrounded by other monsters. Use healing spells if needed, or if the enemies are numerous and close-by, use Healing Potions to keep from being frozen and vulnerable while casting a spell.



COMPLETE THE COLLECTION

If there is a weapon or piece of armor that you haven't yet found, throw in a spare higher-level weapon to attempt to complete your collection. Throwing in a Tsumiji, for example, provides the more scarce Homura.



Kite stumbles across a confrontation between Marlo and two other players, Justice and Peace. These two characters feel that it is their duty to

patrol "The World," making things as peaceful and orderly as possible. They aren't happy about the way Marlo called Kite out on the board, and they've come to make their thoughts known. After a brief confrontation, Marlo heads deeper into the dungeon. Kite must follow him to find out what he wants.



Kite can gather a few items on his way to the descending staircase, but to collect the scarce other items on the level, he must venture into the side rooms and trigger two portals in each room to finish his exploration. As this will create some



tough fights, this approach isn't really recommended. Unless you feel the need to complete every dungeon to the fullest, bypass the rooms and head for the stairs.

When fighting against lots of foes, equip the Geist Ring and use it to confuse at least one foe. If you cast this spell, make sure there is sufficient space between Kite and the monsters and don't use it if he is surrounded. The spell takes a while to cast, leaving Kite very vulnerable.



FIGHTING SOLD WITH DATA DRAIN

While fighting alone in this dunged to extra cutes a when using Data Drain. If Kite in age is the tilthe negative effects (such as paralysis) in the middle of a few tough monsters, chances are high that he will die before being able to recover.





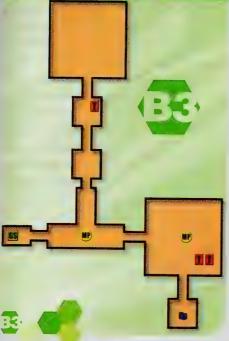
You must trigger at least one Dungeon Portal to proceed due to the layout of the rooms, but exploring the rest of the dungeon forces you to trigger five more that you could otherwise avoid. Again, the safest option is to make a beeline



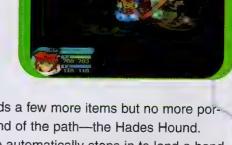
for the descending staircase, ignoring any unnecessary paths.

You may encounter the Headless King enemies alongside the other monsters from the previous level. These tough foes can cast Darkness magic against you, which isn't a problem if your protection against magic (Darkness in particular) is high. They can also attack for over 100 HP each strike, so avoid their attacks when possible and keep Kite's HP up. The Headless Kings are vulnerable to Electric attacks, so the Blades of Bond can come in handy here even beyond their Life Drain and Skill Drain abilities.

Dungeon, **B** 3



This floor contains two Dungeon Portals that cannot be avoided, although the enemies are still familiar ones. After opening the second portal and dispatching its monsters, head west to relieve the Gott Statue of its items. With that done, explore the rest of the dungeon to the north and take part in one more fight.



The northern branch of the dungeon holds a few more items but no more portals. There is one more monster at the end of the path—the Hades Hound. Marlo is locked in combat with it and Kite automatically steps in to lend a hand. One or two Water spells or scrolls are all that it takes to dispose of this creature. Even normal physical attacks do the trick in a matter of moments. Try to Data Drain this monster to get a Virus Core E.

After the fight, Marlo seems more annoyed than thankful at Kite's help. At least Marlo realizes that Kite can be a useful friend in a fight. He gives Kite his member address, meaning that Kite can call on him later to join his party. Now back at Carmina Gadelica, Kite has one task remaining—Piros wants a witness in his revenge against Mia. It looks like it's time to humor him and hope that things don't get carried away. With both Mia and Piros involved, who can tell?



SWEET REVENGE?

It's finally time to help Piros find Mia, so he must be included in your party this time around. For the free slot, bring along your new friend Marlo. He is only level 30 and needs to be leveled up a bit to match the rest of your circle of friends. It's a good place to get a few levels for Marlo and maybe a few for Kite and Piros as well.

This time around, let your two party members cast Rip Synk in the dungeon to rid a character of mental ailments. If you have a Golden Helm or two in the Elf's Haven, give one to each of your two companions. If you don't have a Golden Helm, or you only have one, hand out some Lightning Caps. Don't forget to give Piros anything you've been keeping in storage for him. Even more importantly, give Marlo (the Blademaster) useful equipment or buy a few items at the Weapon Shop. Not only is his level lower than Kite's, his equipment is weak compared to the group.

Lastly, bring along a Tsumiji or another item with Wood-based skills and keep the Blades of Bond for Kite's main use. Have Kite wear headgear that allows the casting of Rip Teyn, as Rip Synk only cures the mental status effects and you may need to cure a few physical ailments. When you're ready to go, head for the Chaos Gate and enter the area.



SHAPELESS, HAUNTED, HOLY GROUND

RECOMMENDED PARTY: KITE, PIROS, AND MARLO







AREA VIT	ALS
BATTLE LEVEL:	40
ELEMENT:	Darkness
GRUNTY FOOD:	La Pumpkin Bloody Egg Golden Egg
ENVIRONMENT:	Mountains
WEATHER:	Sunny

MONSTERS	
FIELD:	
Sand Hill: Earth Star Fish: Water Voodoo Goblin: Fire	
DUNGEON:	
Headless King: Darkness Killer Box Mummy Scissors: Wood Voodoo Goblin: Fire	

ITEMS		
AREA:	MONSTERS:	
Dark Night	Bouncer Gloves	
Dark Traitor	Fire & Sky	
The Devil	Golden Turban	
The Fool	Greave Sticker	
Gaia's Spell	Hands of Ronin	
Lightning Cap	Heaven & Earth	
The Lovers	Kris Armor	
The Moon	Protect Ring	
Nightblight	River Spear	
Quakebeast Fur	Sinner's Axe	
Stone Storm	Slayers	
Storm Bracer	Virus Core D	
Stormlord Helm	Virus Core F	
Thunder Armor		
Thunder Cloak		

STATUE ITEMS

Deluxe Boots Ivory Barrette Yellow Candy

Head for the Spring of Myst (to the southeast), stopping between the dungeon entrance and Spring to pick up a few **La Pumpkins**. The Spring houses a Monsieur Lv. 3, and this one can increase a weapon by two increments.



WAIT UP!

when roaming over large expanses with Piros, the difference between some characters' speed really becomes noticeable. Piros, as a Heavy Axeman, is much slower than the other characters. When the runs at full speed through the Field. Piros will slowly lag behind more and more. He will catch up the field Portals or activate.

Symbols antil Piros is back with party.



One of the new enemies in this Field is the Sand Hill. This Earth-based creature is susceptible to a Splinter Slash or some other powerful Wood ability. You can even attack them head-on with your entire party, but this approach takes longer.

While the Sand Hills show up alone, the other two monsters appear in groups. The Voodoo Goblins don't hold many surprises; set your group to the Skills tactic to finish them off as quickly as possible.

Keep an eye on your group's status and use Rip Teyn or an Antidote to heal any physical status ailments. Also, use OI Repth or another healing spell from time to time. Your party can easily wipe out all of the Field Portals before heading into the dungeon.



Dungeon, B1

MP

Once in the Dungeon, equip your two companions with headgear that enables the use of Rip Synk. When you see a Killer Box, order your party as a whole to use First Aid. At this point, the other two characters continue to attack when no one is in trouble but they stop to heal or use restorative spells when needed. This is important when fighting

the Killer Boxes, as these creatures inflict your characters with confusion, then run to another area, leaving the confused party members to attack the rest of your group.

The dungeon's first level is very short, but it does contain a few chests. Grab all of the items from the rooms with the staircases on your way past, because these chests contain some of the rarer scrolls like **Gaia's Spell** and **Stone Storm** on the first time through.



Dungeon, B2



The Headless King monsters make another appearance in B2, making the Blades of Bond even more useful. The Voodoo Goblins also reappear. Start watching your group's HP at this point, and use Ola Repth or another spell if your group isn't set on First Aid.





On B3, head east to the Gott Statue and then west to the room with the final two Dungeon Portals before heading north. These last two portals contain not only the previous monsters from the area, but the Mummy Scissors creature.



Head north into the last large room to find Mia. Piros wastes no time in confronting her about her mean trick "the other day." After a

bit more gentle teasing, Mia seems to be repentant. She even offers him a rare item to make amends. But can Mia be trusted? Piros finds out for himself, and after a discussion between Mia and Kite, Kite finds himself back in town ready to find his next task.

There are no unfinished areas on your Word List left to explore, but Kite receives a promising New Mail notification while going about his business. Back at the Desktop, there's a message from BlackRose among many others. She states that the Board is back online. Head back into the entrance screen to "The World" to find new messages waiting. There are no new Keywords yet, but some of the chatter is a bit intriguing, especially a post from "01" which reveals more information about the Epitaph of Twilight.



After reading these messages about Epitaph of Twilight and any others you care to look over, log back into the game. As Kite enters Carmina Gadelica, he finds BlackRose waiting for him. As she is the one who pointed Kite to the Boards, it's not surprising that she's seen the same message. She mentions that she's already emailed 01 to see if she can find out any new info, so now it's just a matter of waiting. There's nothing else to do for the time being (you could visit random areas and attempt side quests), so log out and see what you can discover from outside the game's world.

As soon as you log out, you see that the Board has new messages so check there before heading back to your Desktop. One new thread has sprung up during the time you were inside the game, a message apparently between two specific people, but open to "The World" by the nature of the message boards. The message from Bear even contains information on a new Keyword, Θ : **Rejecting Oblivious Wavemaster**.

With the new Keyword, continue to the Desktop. Kite finds a new message waiting, but it's not from BlackRose or 01. Instead it's a message from Linda, a friend of Orca's who helped Kite along his way during the events of <code>.hack//INFEC-TION</code>. She passes along a message that is quite interesting. This sounds very promising, and it would be nice to get the drop on smug Balmung for a change, so note the area (Λ : **Dying Madness Haunted Land**) for exploration very soon.

THE PARTY CRASHERS

** this point, you have two choices of areas to explore. The area where Balmung is supposed to be exploring is a **retected Area, and may be a bit difficult, so check out the other area for now. Of course, Kite has no invitation to crash the meeting of two other characters, but don't let that stand in the way of pacifying your curiosity!

Marlo is still a bit weak, so consider taking him along again for more experience. The upcoming level is a bit more focused on straightforward combat, so bring along a Wavemaster such as Elk to act as a healer for the weaker Marlo.

For the first time in a long while, the area you want to explore is on another server. Head to Θ Server through the Chaos Gate, then take this Chaos Gate into the area that you found on the board.



-: REJECTING, OBLIVIOUS, WAVEMASTER

RECOMMENDED PARTY: KITE, MARLO, AND ELK =







AREA VITALS	
BATTLE LEVEL:	38
ELEMENT:	Wood
GRUNTY FOOD:	Mandragora Golden Egg
ENVIRONMENT:	Grassland
WEATHER:	Cloudy

MONSTERS FIELD: King Snakoid: Fire Mummy Scissors: Wood Statue Menhir: Electric DUNGEON: King Snakoid: Fire Mummy Scissors: Wood Orochi: Earth Pumpkin King: Darkness Statue Menhir: Electric

ITEMS	
AREA:	MONSTERS:
Air Bracer Gale Breath Green Gale The Hanged Man Holy Tree Mail Lincoln Green	Fire & Sky Flaming Rod Hands of Ronin Kris Armor Linen Cuirass Saint Cross
The Lovers Mage's Soul The Moon Resurrect Wood Sprite	Stonecrusher Virus Core D Virus Core E Vitality Axe

STATUE ITEMS Thunder Boots Rainbow Card Yellow Candy



The Spring of Myst in this area is a bit different. Instead of a Lv 3. Monsieur, the spirit in this Spring is a Lv 2. Grandpa. This means he's less powerful and can't handle any of the slightly higher-level weapons or armor. This is a good chance to get a Silver Axe and Golden Axe by throwing in something too strong for Grandpa to handle. If you do want to throw in a lower-level weapon, it will be increased by two increments.



The fights in this Field often include the Statue Menhir. Although this creature has a powerful attack, it has the tendency to resurrect its fallen comrades. So set your party to Union Battle and attack the Menhir first in a fight. If more than one appear, use Data Drain on any that you want to keep from resurrecting others, or try to tame their destruction for a time when the other Menhir is casting another spell.

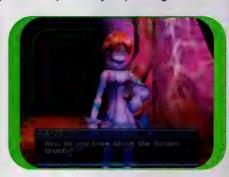
OTHER CREATURES OF NOTE

Other monsters in the Field are the Mummy Scissors and King Snakoid. They can both hit with decent power, so direct your characters to use the Skills tactic at the beginning of each battle. Switch Elk to First Aid whenever your characters start taking too much damage.



Upon entering the dungeon, the party spots a new character. However, it's not anyone you were probably expecting from the

board posts. A character named A-20 is searching for a Golden Grunty, and thought that this dungeon might hold one. After a short conversation, she warps out of the area, leaving Kite confused.



Inside the dungeon you'll find some Pumpkin Kings. Use the same tactics that you used on the surface, and put the Blades of Bond's Thunder Dance abil-

ity to good use against the Pumpkin Kings. Explore the area thoroughly and fight all of the monsters for the experience, taking the eastern path first to get the most out of the dungeon.





This level is somewhat spread out, and it doesn't hold a lot in the way of combat compared to its size. Take the east branch first to explore the dungeon to its fullest. The end of the eastern branch holds a Symbol, which can give your party members a bit more of an edge in the way of a beneficial spell.





0101



B3 reintroduce the Orochi enemy. Use Wood-based skills and spells like RaJuk Zot to take down this creature, then continue past the floor's Dungeon Portal to claim the items from the Gott Statue.



As the statue collapses after being looted, Kite hears a voice behind him. He turns and finds himself tongue-tied as he sees a female Heavy Blade before him, one with a strange resemblance to BlackRose. It's actually Mimiru, one of the posters on the board thread that brought Kite to this area. She cuts her visit short as she receives an email from the friend she was to meet here. Before she leaves, however, she hands Kite **Mimiru's Sword**, a Rare 27th-level weapon for a Heavy Blade. With nothing more to accomplish here, the party returns to Dun Loireag ready to tackle the next Protected Area.



TO THE AZURE SKY



With just one task left for the moment, it's not difficult to determine where to go next. Kite's been told that Balmung is interested in Λ : Dying Madness Haunted Land, so that's the place to visit.

BlackRose has been in this from the beginning and you also have a nice weapon waiting for her, so bring her along if you like. As your third option, select Nuke Usagimaru.

SOMETHING TO CONSIDER.

BlackRose will be in the party for the remainder of the areas in frigame, and she can even gain a better sword. You may want to substitute Sona ro in BlackPowers place, giving him the Minnus sword. Fir ar Heavy Black words well here.



This is a Protected Area and it requires five Virus Cores to unlock. The first is a Virus Core N, which you received earlier through an event. You also need two Virus Core Bs, and one each of Virus Core D and Virus Core F. You likely have plenty of each on hand, but if not, Data Drain some medium-sized creatures from the normal Θ and Δ Server areas to gain Virus Core Bs. You can drain normal and giant-sized creatures from the areas you've already visited in Λ Sever for Virus Cores D and F.

Λ : Dying, Madness, Haunted Land

RECOMMENDED PARTY: KITE, BLACKROSE, NUKE USAGIMARU

MONSTERS







AREA VIT	ALS
BATTLE LEVEL:	38
ELEMENT:	Wood
GRUNTY FOOD:	Piney Apple Invisible Egg
ENVIRONMENT:	Jungle
WEATHER:	Cloudy

FIELD:
Killer Box Mummy Scissors: Wood Star Fish: Water
DUNGEON:
Killer Box King Snakoid: Fire
Mummy Scissors: Wood Statue Menhir: Electric Voodoo Goblin: Fire
VOUGO GODINI. THE

ITEMS			
AREA:	MONSTERS:		
Cygnus Dark Traitor The Death Electric Guard Gale Breath Green Gale The Hanged Man The Lovers Storm Bracer Thunder Boots Thunder Gloves	Bouncer Gloves Fire & Sky Golden Turban Hands of Ronin Heaven & Earth Kris Armor Linen Cuirass Protect Ring Slayers Stonecrusher Virus Core D Virus Core E Vitality Axe		

After hacking the gate, Kite finds himself in the first jungle area of the game. In these areas, the Field resembles a dungeon as it's divided into "rooms" with a set layout. Don't forget to loot the treasure chest behind the party, then follow the path in the only direction possible.



Use the same strategy as before against the Killer Box enemies, whether it's in the dungeon or on the Field. With your party members equipped with an object with Rip Seyn, order them to use First Aid as soon as one of the Boxes appear in a fight. Keep an eye on everyone's status to ensure that neither ally falls to confusion, especially BlackRose, as she can do far too much damage to your party if eft unattended.





The path to the dungeon automatically triggers all of the Field

Portals. After triggering the last one, head north to the Spring of Myst (this one can increase your weapons by two increments), then go south to claim the lone **Piney Apple** in the area. After visiting both the north and south rooms, continue west and enter the dungeon.



Floors B1 and B2 are similar in that they contain a few Dungeon Portals and treasure chests, along with a good number of breakable (look for some **Holy Sap** and other goodies).

Aside from the Killer Boxes and Mummy Scissors, watch for some King Snakoids and Voodoo Goblins. The main threat remains the confusion status cast by the Killer Boxes. As long as you have healing available for this condition, explore each level to its full extent.



Dungeon, B3



If you've played .hack//INFECTION, the room at the end of the Dungeon may look familiar. Rather than finding a Gott Statue or some other similar dungeon feature, Kite enters a white room filled with



bright light and birdcages of different types. As a strange voice recites another passage of prose, Kite receives the Key Item **Epitaph 01** to match those he found in the previous game. While the use of these fragments is still obscure, they should prove important later.

Although Kite came here to find Balmung, the character isn't in the room when your group appears. This shouldn't be a surprise considering the area had been protected before Kite entered. With the protection lifted, Balmung wastes no time in appearing to investigate, warping in just after Kite receives the Epitaph.

Kite wastes little time getting to the point—he wants Balmung to tell him what lurks within "The World." The meeting ends shortly as everyone leaves for the Root Town, neither side satisfied with the outcome.

As Kite returns to Carmina Gadelica, the New Mail icon appears. Take care of any business in town, then Log Out to check your mail. One message is from Lios, who takes Kite to task once more for increasing the administrators' workload. He orders Kite not to do anything further until contacted, an order that has little chance of being followed. Another email from BlackRose lists the Keyword Λ : Dazzling Sage's Arctic. With no other leads, this looks like a good next stop for your party. So much for Lios.





THE EPITAPH'S MEETING



After dealing with Balmung again, you can only hope that this Wiseman is a bit more friendly and helpful. Because BlackRose is the one who negotiated this meeting, you can't enter the area without her. As the area is higher in level than any you've visited at this point, bring along a Wavemaster like Mistral to heal. When preparing for the area, make sure Kite brings one of his high-level weapons with a Fire attack skill. In addition, equip his Blades of Bond.

A

DAZZLING, SAGE'S ARCTIC

RECOMMENDED PARTY: KITE, BLACKROSE, AND MISTRAL







AREA VITALS		
BATTLE LEVEL:	42	
ELEMENT:	Water	
GRUNTY FOOD:	Cordyceps Bear Cat Egg Golden Egg	
ENVIRONMENT:	Snowfield	
WEATHER:	Snowing	

MONSIERS
FIELD:
Moonlighter Scorpioid: Water
Starving Ogre: Earth
DUNGEON:
Big Eyes: Water Druid Witch: Wood Franken: Darkness Moonlighter Starving Ogre: Earth

ITEMS			
AREA:	MONSTERS:		
Fireball Storm Flame Blast The Fool Gloves of Dark Hands of Ebony Ice Floe Ice Storm Jet Bracer The Lovers Mage's Soul The Moon Ninja Anklet Ninja Socks	Able Gloves Able Hands Bolt Rod Ivory Greaves Knight Glaive Mikazuchi Powered Boots Spiked Guard Virus Core D Virus Core E Virus Core F		
Resurrect Summon Water			

GOTT STATUE ITEMS

Armor of Hell Silver Scarab Yellow Candy

As soon as you enter the Field, activate one Symbol to the west. After gaining its benefit, trigger a few of the Field Portals to test your party's strength. If the enemies are too strong, go somewhere else and level up. Some of the places within the dungeon can be even more dangerous!

The two new foes here are a bit tricky. The Moonlighter has no elemental weakness, but it's good at avoiding physical attacks. Cast a higher-level spell at it for best results. Set your party to use Skills at the start of the fight to knock its HP down. Keep an eye out for the poison status that it sometimes inflicts. Attempt to drain the Moonlighters for the strong **Powered Boots**, but keep in mind these creatures are difficult to get to the point of Protect Break.

The Starving Ogre enemy is resistant to magic, so attack it physically with both fighters, leaving Mistral to heal. If your party starts to take too much damage, switch everyone to First Aid. If you haven't yet picked up a **Mikazuchi** weapon, don't forget to use Data Drain on the Starving Ogres in an attempt to gain one.





The Scorpioid monsters are a bit more familiar, as their corrupted form was one of the bosses you fought previously. When fighting them, switch to a weapon with a Fire attack to dispose of them. If you don't have a Fire-based weapon, set your party to Skills and have Mistral use Fire spells against the creature.

When you're ready, head for the dungeon to the north of your entrance point. You can also stick around for a while in search of a few **Cordyceps**, but they're scarce in this area.



Dungeon, B1

This first level has some Moonlighters, Starving Ogres, and a new monster—the Franken. This Darkness-based monster has strong attacks, but it's susceptible to Electric attacks. It also has the Death skill, so it can take a character down from full to around 1/4 of his or her HP in one shot. It even has the ability to paralyze your characters.



Dungeon, 82

JUGH

The foes on B2 are the same tough foes as above, with one addition—the Druid Witch. This spell caster stands off in the distance, casting Wood spells. She may even put your party to sleep on occasion. If you get a clear shot at one in the middle of a fight try to take it out, either physically or from a distance using an Earth spell. If Mistral's weapon somewhat weak, try to Protect Break the enemy. A successful Data Drain may reveal a **Bolt Rod**, a level 18 Wavemaster weapon!



1000111

101010010

HARDER DUNGEONS, BETTER REWARDS

any of the breakable

center items can be useful, you

start to receive stronger

covery Drinks as well These

store on items heal 800 HP is

store shot, making them even more

seful than the Healing Potions.



Watch out for the Big Eyes monster. Use Fire-based skills and spells to take it down quickly, despite its relatively high HP. Its Water spells are annoying, but Kite should be able to heal any of the damage inflicted before any party members start to fall unconscious.



At the first branching of the dungeon, head west to claim the **Armor of Hell** and other items from the Gott Statue. Give the armor to BlackRose, as it's of no use to Kite. After looting the statue, head east to trigger the final Dungeon Portal, taking the branches north and south from there to loot the final treasures. After doing so, return to the original crossing and head north into the large room.

The party gains its first impression of Wiseman's personality upon walking into the arge room at the north side of B3. He is just finishing a trade with two other characters, who warp out. When Kite informs Wiseman of his search for knowledge about the Epitaph of Twilight, Wiseman agrees to part with it for a price. The details about this price will be forthcoming, when Wiseman has had some time to think. As your characters return to the Root Town, you should know what to expect next.



As Kite wanders around town taking care of any unfinished business, he receives the New Mail notification. Logging out shows that the mail is from Wiseman, and it mentions the Spark Sword in Λ : **Blooming Promised Walkway**. With your next task at hand, there is no reason to dally. Log back in and gather your next party.

COPSI

If you accidentally triggered the cut-scene and left the dungeon without claiming the items from the Gott Statue, don't worry. You will revisit this Dungeon again very soon, so you can take care of any unfinished business then.

DELIVERY BOY

Although the monsters in this next area are more deadly than ever, it's best *not* to bring a Wavemaster. An enemy of this strength would decimate a healer in no time. Instead, bring Rachel to fill the other slot alongside BlackRose, who once again must be in the party.

Bring along an extra Mikazuchi weapon (if available) and stock up on Healing Potions, Resurrects, and Mage's Souls. Get a Greave Sticker and bring along plenty of Water scrolls. Finally, make sure Kite has one of the higher-level healing spells like OI Repth. You may want to temporarily lower his stats by equipping a War Headband or something similar.

This will enable him to heal more than one character at once.

When you're ready to head out, visit the Chaos Gate and begin your next hacking session. Unlike most of the gates, this one doesn't require any "special" Virus Cores. Instead you need two Virus Core Ds, Three Virus Core Es, and Two Virus Core Fs.







: BLOOMING, PROMISED, WALKWAY

RECOMMENDED PARTY: KITE, BLACKROSE, AND RACHEL







BATTLE LEVEL: 44 ELEMENT: Wood GRUNTY FOOD: Mandragora Immature Egg Golden Egg ENVIRONMENT: Leaf Mold WEATHER: Cloudy

MONSTERS

Big Eyes: Water Grand Electric: Electric IronBall Titan: Electric Temple Night: Wood

ITEMS AREA: MONSTERS: Demon Cloak Bandit Mail Ebony Armor Masamune Armor The Fool Nerd Staff 6 Side Blade Gale Breath Green Gale Sonic Blade Virus Core D The Lovers Virus Core F Mage's Soul

Midnight Helm

The Moon

Resurrect Stone Storm Summon Wood Wood Sprite War Headband

Priest's Stole Silver Scarab Yellow Candy

GOTT STATUE

ITEMS

The Spring of Myst in this area is a bit different. It has a Grandpa Lv. 3, a spirit that can increase your items greater than any you've encountered thus far. Throw in a spare Mikazuchi to turn it into a a **Magatsu**, a level 21 weapon with Fire and Darkness attacks. Statistically it's still weaker than the Blades of Bond, so don't equip it just yet.

There are three new monsters in the Field. The easiest to defeat is the Grand Electric monster, spell casters with an Electric spell. Use a Darkness spell or a few swipes with a blade to take them down. These creatures tend to fight in bunches and run in all directions, making it difficult to hunt them down. If you're fighting only these creatures, set your party to use Skills and cast your strongest Darkness spell at the Grand Electrics one by one.



The Dalaigon fights alone, but it can be deadly nonetheless. It can attack all around it with a powerful Fire breath attack, which can wipe out your party in two hits. When fighting them, set your party to use Skills and use any Water or physical attack skills. Have Kite fight at a distance to make sure the entire party doesn't get wiped out at once. Have him cast Ol Repth or Ola Repth to heal the other party members. If the opportunity arises, cast the Greave Sticker's level 2 Water spell or use powerful Water scrolls against the Dalaigon.

Possibly the most deadly of the new creatures are the Temple Nights, partly because they occasionally fight in groups of three. These Wood monsters have strong attacks, and they use attack skills similar to a Twin Blade. They can even use Life Drain, healing themselves as they damage your party. Keep Kite at a distance when fighting them. Command your party to use the Attack tactic, then sit back and heal as needed. Use healing spells part of the time, but if someone drops below 200 HP before you can cast a spell, use a Healing Potion instead.

As soon as a Temple Knight reaches Protect Break use Data Drain against it, and repeat this process until you get a **6 Side Blade** for Rachel. Give it to her as soon as possible after the fight. This weapon contains a strong Earth attack skill.











These levels contain the Grand Electric and Temple Night monsters, along with the less deadly Big Eyes. Use the same tactics here that you used in the Field. The main danger is that you may end up triggering more than one Portal at once in a couple rooms. If this occurs, use healing items instead of spells to make sure he doesn't become too vulnerable while casting.

Alongside these familiar foes, you may occasionally find the IronBall Titan on level B2. Much like its cousin the IronBall Mania, this is a strong creature with lots of HP. Equip the Magatsu and use its Dark Dance attack to quickly deplete this monster's HP.



Dungeon, B3



The doorway leading from the floor's large entrance room is covered in a black glow, warning you of an upcoming battle. To prepare for this battle, give Kite the Magatsu (if you received it from Spring of Myst). If not, equip another weapon with a strong Darkness attack, such as the Mukuro. When you're ready, head through the doorway for your next boss battle.



BOSS FIGHT: DALAIGON



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While this corrupted form of the Dalaigon has another area attack, this one Electric based, it's not as strong as the normal creature's Fire breath. Just to be safe, set your party members to First Aid while Kite concentrates on attacking.



Approach the monster from a side that puts you slightly away from your two allies and attack with Dark Dance. This attack hits the creature many times for heavy damage, shortening the duration of the fight. In the meantime, keep everyone healed and use a Mage's Soul when needed.

With the help of the Dark Dance skill, the familiar Protect Break should appear. Use Data Drain to relieve the creature of a Virus Core O. The fight's not over yet at this point, as the Data Drain simply reveals the Dalaigon underneath. Immediately move Kite back out of harm's

way, and revert to the tactics used in the Field to destroy these tough creatures. Without the use of Dark Dance, the fight is longer and tougher. Just attack constantly using your best attack skills but keep an eye on the party's HP and SP.

As the uncorrupted Dalaigon falls in defeat, Kite receives the Spark Sword as a second reward, which is added to his Key Items. Now with the fight over you can concentrate on using the weapon to purchase the information you WHI DISTRIBUTION









Upon returning to the city, Kite and BlackRose are distracted by the sight of Balmung. For once he doesn't seem to notice Kite, perhaps because he's deep in a discussion, one that doesn't seem to bode well for Kite and his party. Unfortunately, Balmung and his new friend warp elsewhere.

Now it's time to take the Spark Sword to Wiseman in his Dungeon. Before you leave, you may want to return to the Dungeon that you just left—the Gott Statue and a few Dungeon Portals remain beyond the place where you fought the corrupted Dalaigon. Of course, if you already have Priest's Stoles for both of your Wavemasters, you may not find the return



trip worth the reward. Just keep in mind that as the end of the game approaches, your characters can use all of the experience that they can get.

: BLOOMING, PROMISED, WALKWAY

RECOMMENDED PARTY: KITE, BLACKROSE, ELK =







Return to the Dungeon where you met Wiseman. You should still take BlackRose and a Wavemaster, but you might want to take the spell caster that was neglected on your last trip.



Wiseman is still in the same place, and the Dungeon and Field remain unchanged. Use the same tactics and paths as before. You may want to head straight to the third floor since you've already explored the dungeon once, but gaining the extra experience and items is a good idea. As you enter the large northern room on level B3 once again, Kite and BlackRose present Wiseman with the Spark Sword. However, Wiseman still isn't quite satisfied. It was no accident that the sword was found in a Protected Area, and he wants to know who Kite and BlackRose are and how they managed to gain access to the sword.



After Kite explains the situation, Wiseman goes beyond his agreement and gives Kite his member address, agreeing to help out when needed. Moreover, he accepts Kite's story as payment for the information that he will send by email. Kite regains the powerful Spark Sword, this time as a regular item instead of a Key Item. This is a level 30 Heavy Blade weapon, perfect as a gift for BlackRose, so pass it on to her.

Back in Carmina Gadelica Kite gets the expected New Mail notice, so take care of any storing and selling of items, then Log Out. As you enter the Log In screen for "The World," you can see new messages on the Board. Read them if you like, although they are just more chatter for the moment. Then continue on to your Desktop to check your mail. As soon as Kite opens his mailer, chances are good that he'll be swamped with messages. Lots of people have sent him notes letting him know what they think of him. Read through the messages, then check the most important one. In the midst of the deluge, there is one message from Wiseman containing a fragment of the Epitaph of Twilight. Read it in its entirety.

Wiseman points out what you have probably already noticed—the first two major bosses were probably Skeith and Innis, the first two monsters mentioned within the stanza. His suggestion to ask Helba for advice is as good as any other idea, so act on it as soon as possible. Although this seems mysterious for now, on the way back to log in to "The World" you can read one more new board message in the "Is This an Event Character?" thread. He notes the Keyword

 Λ : Scattering Fossil's Milestone. Maybe by visiting this area you can find a clue about how to use Wiseman's spell.



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Cite

BEARCH AND DELETE

Logging into "The World" shows Kite that he's not the only one to see the message on the board. BlackRose greets him at the Chaos Gate, excited about the prospects of exploring the new area for the next clue to the puzzle. It looks like BlackRose is a required part of your next party, so fill the last slot with one of your Twin Blade friends, such as Moonstone. With the equipment available in the new area, the extra Twin Blade will come in handy.

Bring along the usual equipment for Kite, like the Blades of Bond, the Magatsu, and the Geist Ring for its strong Darkness spell. Take plenty of Restoratives and

an equipment item for your allies that allows the casting of Rip Synk. Bring extra Healing Potions and Resurrection items just in case. Kite is your main healer this time around, although you should share some of the items in case you need to use an emergency First Aid command for everyone.

SCATTERING, FOSSIL'S, MILESTONE

RECOMMENDED PARTY: KITE, BLACKROSE, AND MOONSTONE =







AREA VIT	FALS
BATTLE LEVEL:	46
ELEMENT:	Fire
GRUNTY FOOD:	Oh No Melon Bloody Egg Golden Egg
ENVIRONMENT:	Snowfield
WEATHER:	Sunny

MONSTERS
FIELD:
Dark Horse: Darkness Grand Electric: Electric Sphinx Menhir: Electric
DUNGEON:
Ark Prince: Fire Dark Horse: Darkness Headhunt Lord: Darkness Inferno: Fire
Sphinx Menhir: Electric

ITEMS			
AREA:	MONSTERS:		
Chaos Spell Dark Traitor Fireball Storm Fire Tempest Hands of Ebony The Hanged Man Ice Strike Meteor Swarm Ninja Anklet Ninja Socks Summon Fire	Akatsuki Cursed Hands Imp Earrings Kyoura Nerd Staff New Scythe Revelation Samurai Helm Super Spear Virus Core D Virus Core E War Headband		



Upon entering the area, equip the Magatsu and use its Darkness attack. Keep the Blades of Bond close at hand in case you need to switch to them to use their Electric attack. Despite the area's high level, this isn't a difficult place to fight if you use the right tactics. The items are rewarding, while the Data Drain items are better than ever! As an added benefit, Oh No Melons and Symbols are scattered all over the Field.





Before triggering any portals, use the command Strengthen to increase your characters' abilities. With her Spark Sword, BlackRose has at least one of these. She can raise the party's Electric attribute using Ap Raio, helping to fight Darkness creatures such as the strong Dark Horse. As these spells wear off, remember to use the Strengthen command again to have them recast.

The first priority in any fight is to eliminate the Sphinx Menhir, an Electric creature, which can resurrect its fallen allies. Use the Dark Dance attack against them for quick results. Because the Sphinx Menhir also casts an Electric spell, freezing its target briefly in their tracks, you may be better off casting MeAni Kruz from a distance.

The biggest threat on the Field is the Dark Horse, a Darkness creature. They can damage your party members with their strong Darkness spells and attacks. After

disposing of any Sphinx Menhirs, command your group to use the Attack tactic.

BlackRose can then attack with her powerful Spark Sword, using its Electric skills to damage the foe. Watch the foe's HP bar and cast Data Drain as soon as the Protect Break appears. The foe drops a Twin Blade weapon called the Kyoura, so try to collect at least three of them if possible. Give one to Moonstone as this weapon contains a powerful Electric spell that inflicts heavy damage against the Dark Horse.



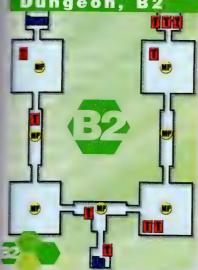
With an extra Kyoura weapon in Kite's inventory, head for the Spring of Myst. The inhabitant of this Spring is the more powerful Grandpa Lv. 3, which means that it can handle the strong Kyoura weapon. This particular spirit greatly increases the power of weapons, changing a Kyoura into the Akatsuki, a level 22 Twin Blade weapon with Skill Drain, Twin Dragons, Dark Dance, and Orchid Dance.



Enter the Dungeon but watch out for the new Inferno creatures. These monsters inflict confusion; use a Restorative to avoid further damage to your party. They resist magical spells, including Water spells, so order your group to Attack and take down the creatures with physical attacks.



Dungeon,



This level sees the arrival of a new Darkness creature—the Headhunt Lord. Although the monster is very strong, set your party to Attack. This unleashes enough Electric skills to take it down before it has a chance to

damage the party. Be advised that this foe can inflict over 400 HP of damage in one strike!



Dungeon, B3



B3 is even larger but it ample supply of treasure makes its exploration worthwhile. Another Symbol is available in the southwest room of the floor, making battles even easier once you activate it. Keep an eye out for the Ark Prince—this monster is like the Skate Rat Ark, only meaner. Use Water spells like MeRue Zot to take it out first

and prevent it from reviving its allies. Before heading into the large northern room, head west to collect the items from the Gott Statue.



Venture into the northern room to find a somewhat familiar, yet eerie, sight. A halfcharacter, similar to Sheraton, is in the room calling out to the party in a strange, high voice. This character, named Plaird, seems even more confused than Sheraton, searching for something but not knowing what it is that he seeks.

Although his speech is difficult to understand, one thing does stand out—the Keyword Λ : Pulsating Worst Core, which he claims is the address of the Net Slum. Any attempts to get additional information from the half-man are cut short

however by an unwelcome—and final intrusion. The party members are left with only the new Keyword and the spell that can hopefully unlock its secrets.

For once the strangeness of the trip doesn't end as the characters return to the Root Town. Balmung is waiting for Kite in Carmina Gadelica, and with very little in the way of conversation he hands Kite a Virus Core Q.







THE NEW WAVE

Once more BlackRose is a necessary part of the group. To fill out the remainder of the party, take along a Wavemaster—the stronger the better. Unfortunately, Wiseman isn't answering his Flash Mail, so choose between Elk and Mistral. Carefully manage your inventory before leaving. Store or sell your lower-level scrolls, and stash all but a few of your most powerful weapons. Purchase some extra items at the Item Shop and pick up some Artisan's Souls and at least 10 each of Warrior Blood, Knight Blood, and Beast Blood, if you don't have them already.

Also, take some high-powered scrolls like Cygnus and Stone Storm. Have some Speed Charms in your inventory, or trade for the ones that your party members have. For a final touch, bring the Greave Sticker and the Ninja Anklet. As usual, give some of your Antidotes, Restoratives, Healing Potions, and Ressurects to your other party members.

When you try to open the gate, you discover that Balmung has stepped in to help. Hacking the gate requires a Virus Core Q, along with a Virus Core O. As usual, you must fill the rest of the gate slots with cores that you've picked up throughout your travels.



A

PULSATING, WORST, CORE

RECOMMENDED PARTY: KITE, BLACKROSE, AND ELK=



BATTLE LEVEL: 48 ELEMENT: Fire GRUNTY FOOD: Twilight Onion Bear Cat Egg Golden Egg ENVIRONMENT: Mountain WEATHER: Sunny

ď	MONSTERS
I	FIELD:
_	Ark Prince: Fire Harpy Queen: Wood
Į	Mad Witch: Earth
	DUNGEON:
	Ark Prince: Fire Dalaigon Anecdot: Darkness
	Easter Rock: Earth Harpy Queen: Wood
	House Golem: Earth
	Squidbod: Electric

ITEMS			
AREA:		MONSTERS:	
Bouncer Gloves Cygnus Deluxe Boots Fireball Storm Fire Tempest Gaia's Spell Greave Sticker Hands of Ronin The Hanged Man	Kris Armor Linen Cuirass The Lovers Mage's Soul The Moon Protect Ring Resurrect Stone Storm Summon Fire	Akatsuki Blade 3000 Bloody Blades 8 Key Guardian Fishskin Great Elite High Forger Imp Earrings Jishuwen	Quake Axe Sword Treasure Wand Virus Core D Virus Core E Virus Core F

This field is very noticeably corrupted from the start, the odd atmosphere even causes the characters to display in odd colors. Whatever else this corrupted area may hold, you still need to seek out the meaning behind Wiseman's spell. BlackRose tries to recite it upon your arrival, but has no luck.



REMEMBER TO DATA DRAIN!

During the initial fights in the Field, use Data Drain as much as possible without risking a complete crash. Two of the foes, the Harpy Queen and Mad Witch, may drop a powerful Wavemaster wand. The Great Elite (dropped by the Harpy Queens) is powerful enough alone, but the Treasure Wand (dropped by the Mad Witch) contains a very powerful Earth spell, perfect for use against the Harpy Queens.

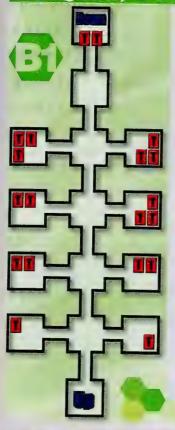
Since there are some tough fights ahead, you may want to fight to gain some levels for your party. You can even Data Drain some monsters for rare and powerful items, some of which are immediately useful in keeping your party alive. Remember that the Field fights are extremely difficult, especially if you trigger more than one portal at once. Before you head into the dungeon, trigger the Symbol to the north of the dungeon entrance and replenish the stores of any lost restorative items. Set your characters to Operation Union Battle before entering combat, and leave this as your main strategy until you reach the final boss.

The Harpy Queens hit hard and fast, even without their area-effect Wood spells. They can also quickly surround your characters in no time flat. To dispose of them, cast Earth spells or use Earth scrolls until you find a Treasure Wand for Elk (or Mistral). You can even use the Earth spell from the Ninja Anklet. Set your party to Skills or specifically direct your Wavemaster to cast OrGan Don when fighting these powerful foes.





Dungeon, B1





Upon entering the dungeon, BlackRose attempts to recite the spell once more. Unfortunately, it proves unsuccessful again. This is where you begin to use the spell, but it's not quite what BlackRose has in mind.

To reach the Net Slum, your characters must run through the exits in order. Running through each direction warps you instantly to the next room in order until reaching the down stairs, with your characters facing north each time. Although the side rooms on the map show treasure chests, you can't reach them. They are placed there to fool the unwary, as any branching off the main path returns you to the first room in the chain.

Here is the path to the Net Slum:

Head right, straight, then to the rear, take a left, then destroy the breakable objects in the last room before heading north once more (straight ahead from your starting position). Don't forget to stop and loot the scrolls from the chests in the rooms with the stairs.



Dungeon, B2



Monsters reappear on floor B2 with a vengeance. The nasty Ark Princes and Harpy Queens make an appearance, along with a new threat—the Squidbod. You can't damage the Squidbod's with normal physical attacks, so set your party to use Skills and pummel the monsters with Darkness spells like MeAni Kruz. If multiple characters can cast MeAni Kruz, you may be able to kill one Squidbod after Kite casts only one or two of the strong Darkness spells.





Use Data Drain as much as possible. The Squidbod carries not one but *two* powerful Twin Blade weapons. The **Fishskin** has a very strong Water spell, Merrow, along with a Wood attack and a Thunder attack. It has the added effect of Skill Drain. The **Bloody Blades** replace the Water spell with the Twin Darkness attack. This weapon also has the Critical Hit ability.

WORN DOWN?

Many of the Lights may leave your group rage... and worn afterward so order their party to use First. Aid after the battle. Entering a new room ends this tactic, so stay or place so that everyone gets restored.

Dungeon, B3





This is the only major dungeon in the game with more than three levels, so take a deep breath and keep pushing through. B4 is home to the tough Dalaigon Anecdot, a stronger Darkness version of the Dalaigon. Make sure BlackRose wields the Spark Sword again if you gave her the Blade 3000. To

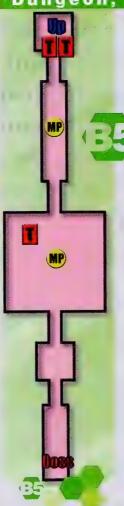
defeat this creature, set your group to use Attack and have one party member heal from a distance. Use Elk as the healer, so set him to First Aid after giving the Attack command. Make sure Elk stays out of the range of the creature's nasty breath attacks. If your healer gets paralyzed, use an Antidote immediately. Hit the creature with an Electric attack. With both Kite and BlackRose attacking with Electric skills, the monster can only get a few attacks off before dropping. You can Data Drain the **High Forger** weapon from the Dalaigon Anecdot, a Heavy Blade weapon.

There a few portals off the main path, so gain some extra experience points. Be very careful in the northernmost room, where the double portals can leave your party in serious trouble. This room does contain one of the Dungeon's few **Golden Eggs**. Also, stop by the westernmost room to gain restoration items from the breakable objects and activate a Symbol to help your characters in the last few battles.





Dungeon, B5



While there are only two Dungeon Portals on B5, they may pit you against one more new creature—the House Golem. This creature is resistant to physical attacks, but it's not tougher than the Squidbod creatures. Use a Wood spell to quickly deplete its HP.



Don't wander down the side paths—the layout is straight and short. After opening the floor's second portal, head through the doorway

into the next room. The familiar dark flames appear, so stop and fully heal your party members. Make sure each character is equipped with his or her strongest equip-

friends

ment. Do *not* use any other spells to boost your characters' abilities at this point, since they are stripped away after the next few cut-scenes.

Stepping through the flames brings you into the next room (another of the strange white voids) with a wooden archway as the sole object in the room. Although the room looks like a dead end,

BlackRose notes a strange feeling just before both characters are warped from the archway to its twin, this one at the entrance of a large run-down city.





BRINGING IT

Chances and that with so many

haven't had the chance to find ever, thing. You may not even

have room to carry them all! To

return te i soon to gain even bei-

get the ment out of this area,

ter items to share with your

great items to loot and drain, you

HOME

The Net Slum

Upon arriving at this new destination, Kite and BlackRose notice the strange characters surrounding them. To these misfit characters, what others call Net Slum, is known as Paradise. Helba is nowhere to be found, so speak to each inhabi-

tant to find her. There are six characters that you must find, and before you talk to the last of them, use a Knight Blood and Beast Blood on each party member, following them up with a Warrior Blood for Kite and BlackRose. Recite Speed Charms on Kite and BlackRose as well. This time, the effects last through the next cut-scenes and into the final battle.





FINDING THE SIX CHARACTERS

The following describes the locations of the six characters:

- 1. Thea is the woman with a monitor for a head sitting by the archway.
- 2,3. Culhwh and Dorin, men with odd symbols in place of their heads, stand along a wall in the alleyway.
- 4. Sconk, a strange two-dimensional being, stands in the small square beyond the alley.
- 5,6. Spiritas and Jinn, slightly normal looking, are in the alleyway beyond.





After speaking to each of the six inhabitants, Kite and BlackRose wander farther down the alley. A person named Tartarga finds them and he tells them a bit more about Helba. He also explains more about the Epitaph of Twilight and the Net Slum. The inhabitants are former NPCs or failed characters whose data, much like a ghost, wanders the network. This is the same fate met by one known as Harald. Then Suddenly, Helba appears to continue the tale.



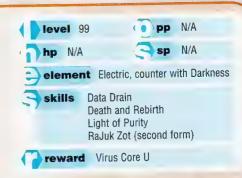
She gives Kite the Key Item **Harald's Note 2** as she informs him that Harald was the creator of this world. It seems as though she may be willing to speak a bit more about the Epitaph of Twilight, when an unexpected guest crashes the party. Balmung has followed the group to this place, followed by Lios, with his army of administrators.



Just as things get rather bleak, the events get even more sinister. A huge wave of static arises. According to Helba, it's the result of "The World" reacting drastically to these events. As the earth begins to shake, Lios and Balmung and the other administrators all flee, followed by Helba. Your party members are left to deal with the threat that appears—the third of the monsters mentioned in the Epitaph's stanza—Magus.







71-01-jaja0jjajajaji0ajj0aj

To win this fight, you must follow the right tactics. Keep all of your party members somewhat protected against attacks by using Knight Blood and Beast Blood. Also, keep Kite and BlackRose's speed and attacking power raised using Speed Charms and Warrior Blood. If you haven't prepared before entering the battle, *do not* prepare them all at once. You need to keep up with the enemy's actions and use the items when you have the chance. The Speed Charms take precious time to use, so be careful.



To begin the battle, set everyone to Operation Wonder Battle. You want BlackRose to attack the main boss while Kite takes care of the secondary enemies that it scatters over the battlefield. After setting the main strategy, command your party to Attack so that BlackRose uses her attack skills. Then switch Elk to First Aid. He should do nothing except heal and restore your characters. If a party member runs out of SP, use an Artisan's Soul to restore them.



While BlackRose attacks Magus, have Kite destroy any of the Magus Leaves that are dropped. These enemies may seem rather innocent, but you may notice that they each have a countdown starting at 15. If the countdown reaches zero, Magus launches a Death and Rebirth attack that destroys any Magus Leaves on the battlefield. In turn, this causes damage to each character for every Magus Leaf on the battlefield. Although the party may survive if you fail to destroy a Leaf, the whole party may perish if you don't destroy any of them. This is the biggest danger in the fight, so destroy each Leaf immediately.







After a while, Magus stops dropping leaves and pauses in its orbit, gathering energy for a special attack. This is when Kite should attack it head-on alongside BlackRose. Use a complex attack skill (as long as you have the SP), as the monster is frozen just long enough to complete one. The creature stops in his orbit at other times just long enough to attack, and Kite can attack it here too. However, make sure Kite's health is maxed out, because Magus' physical attacks can inflict over 400 HP of damage. Magus can also put a character to sleep, though Ekl can cure this ailment.



As Magus gets thwarted in the use of his Death and Rebirth attack, he falls back on other skills. The first one is Light of Purity, an area attack that causes around 300 to 500 HP of damage per character. Make sure your party members are healed at all times. Elk and his Ola Repth skill shouldn't make this a problem.





The boss' other attack is Data Drain. This has the same effects as the Data Drain used by Innis: a character is drained of close to 400 HP and afflicted with a wide range of status ailments, both mental and physical. With Elk dedicated to healing, this shouldn't be a problem. He can use a Restorative and an Antidote to cure the ailments.





It's important to keep an eye on Magus and destroy the Magus Leaves. If you let Magus drift off the screen for a while, you may miss the first Protect Break. This will allow Magus to Restore Protect before you get a chance to do anything.





When the Protect Break appears, use Data Drain to strip Magus of the majority of its powers. You receive a Virus Core U for using the drain, plus you're left with a much easier foe to defeat.





Without its protection, Magus has only 4500 HP and it can't drop the Magus Leaves or use its other special skills. It can still use its normal attack, and it gains the use a powerful Wood spell (RaJuk Zot), which strikes a small area twice for around 400 HP of damage per strike.

TO BE CONTINUED ...

Once more, we was refrain from \$1.0 or the gase's ending. Suffice to say, Kite's que. Thas it can be to a close. Watch the final scenes of the main quest, and after the credits roll = 10 your game. This creates a game save with a three flag, and you now have the chance to complete the final two side quests that open (see the Sale Quests' chapter for more details) as well as I history any other tasks that are remaining. You can then use a game save with the Data Flag from hack/Mutation to carry over your accomplishments to the next installment in the series.

As a further note, it can where you reached the Net 2 is not closed on any return trips to the tangeon. In addition, you can't reach the illusory rooms with the chests in level B1, so don't worry about making a return trip right away unless you want to finish collecting the rare to the trip of the trips. Whatever you have to do next. Wiseman is him to on, he and available to join you can't reach the opportunity to increase his stats.

Happy Hacking!

SIDE QUESTS

This section provides tips on the new Side Quests for .hack//MUTATION. It doesn't, however, cover the Side Quests available in .hack//INFECTION, although they are still available if you haven't finished them already. The exception to this is the bonus dungeon at the end of .hack//INFECTION, which is only available by importing a Data Flag marked file from the first game. If you did import such a game, however, but didn't complete the bonus area, it is still available here.

 Λ : Detestable, Vengeful, Sunny Demon

GOBLIN TAG-ROUND SIX: STEHONEY

BATTLE LEVEL: 30

ELEMENT: Fire

GRUNTY FOOD: Oh No Melon

ENVIRONMENT: Desert

WEATHER: Sunny

MONSTERS
Stehoney R: Earth

Goblin Cap A

Stehoney R
IRIJI File reiging, pob!

If you defeated the five goblin challenges in .hack//INFECTION, this side quest is available quite early in the game. (The previous five challenges are covered in the .hack//INFECTION Official Strategy Guide from BradyGames.) The challenge is similar to the other goblin challenges. Stehoney is back and he's been upgraded to a racing goblin. He's now much faster and more difficult to hit repeatedly. The goal is to take Stehoney R's 750 HP down to zero, while he runs around the field avoiding your attacks. He doesn't counterattack, nor does he heal but he's difficult to hit.

Use a Speed Charm to stay on the goblin's heals and use attack skills, although this gets a bit tricky. You can still unleash multiple strikes, but while previous goblins froze during these complicated chained attack skills, Stehoney R has no such weakness. While performing one of these long complex attacks, he may take a couple of hits but he will get out of Kite's reach while Kite is finishing the attack.

Equip something that enables Kite to cast Wood magic at the goblin, attacking his elemental weakness. Since you can cast these spells from a distance, you

don't have to get as close to Stehoney R. Although the goblin has decent magical resistance, a spell like Juk Rom (10 SP) will likely hit two or three times. If you have an even stronger Wood spell, use it instead. After defeating Stehoney R, Kite receives the **Goblin Cap A**.





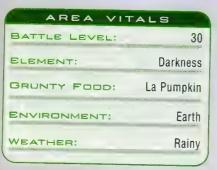
GETTING JUK ROM

There are a number of ways to get Juk Rom. You can find a nice Wood spell like Jul Pom on the Bandit Mail enemy. This high-level piece of armor is also available from a special trade with Teria for 6 Sports Drinks. If you've raised a 11 Ty Grunty, it may have the Bandit Mail up for trade.

GOBLIN TAG-ROUND SEVEN: JONUE R

You can battle the second goblin as soon as you receive the notification of the next challenge on the board and, of course, after you defeat Stehoney R. You may want to space out your goblin challenges for a time, though, to improve Kite's skills and stats. He asks Kite to meet him at Λ : Detestable Vengeful Messenger.

Λ : Detestable, Vengeful, Messenger



MONSTERS
Jonue R: Earth

Goblin Mail A

This task is similar to the previous one. Like Stehoney R, Jonue R doesn't attack or heal himself in any way. This goblin does have more HP and it's more difficult to take down with weaker magical spells, even if it's Wood based.

The best weapon against this goblin is the Protect Ring. It enables Kite to cast MeJuk Kruz, a level 2 Wood spell. It costs 20 SP to cast and only hits once. One successful elemental hit on Jonue R, however, can deplete over half of his HP.

If you don't have a Protect Ring, whittle down the goblin's HP with Juk Kruz. You can also use a Speed Scroll to chase him down and slice him with single attacks. Jonue R has the same strengths against the longer complex attacks as Stehoney R, so chained attack skills aren't highly recommended. Defeat Jonue R to receive **Goblin Mail A**. Set this armor aside for later use, though.





GOBLIN TAG-ROUND EIGHT: ZYAN R

Λ : Detestable, Vengeful, Scent

AREA VI	TALS
BATTLE LEVEL:	35
ELEMENT:	Water
GRUNTY FOOD:	White Cherry
ENVIRONMENT:	Snowfield
WEATHER:	Snowing

MONSTERS Zyan R Goblingloves A

01010101000

The next Goblin Tag challenge occurs halfway through the game, even if you have defeated all seven previous goblins. Zyan R is a bit faster and stronger than the previous goblins, but otherwise the fight resembles the others. Zyan R doesn't attack or use any skills.

Like the others, Zyan R doesn't freeze in place when Kite uses a chained attack skill. However, the Tsumiji's Splinter Slash may connect a couple of times. Each strike depletes about a quarter of the goblin's HP, so this is a good option especially when coupled with a Speed Charm.



Zyan R has a high resistance to weak magic spells like Juk Kruz, so avoid level 1 spells and scrolls. Higher level spells or scrolls (like a spare Wood Sprite scroll from the Λ : Merciless, Grieving, Furnace dungeon) are effective

against this creature. One Wood Sprite scroll can diminish half of the creature's HP in one shot. You can then mop up the remainder of Zyan R's HP with attacks or a second scroll. For defeating Zyan R, Kite receives the Goblingloves A, a third piece in the new set of goblin equipment.





GOBLIN TAG-ROUND NINE: ALBERT

This challenge may appear soon after you defeat Zyan R, then log out and back into the game. Check the board for a message from Albert R about visiting Λ : Detestable Vengeful New Truth.

/1: DETES	TABLE,
AREA VIT	ALS
BATTLE LEVEL:	38
ELEMENT:	Fire
GRUNTY FOOD:	Grunt Mints
ENVIRONMENT:	Molten
WEATHER:	Cloudy

MONSTERS Albert R



This battle also resembles the previous ones. Don't worry about Albert R's attacks or skills, but it's important to note that this goblin is blazing fast! Even with a Speed Charm, it will be difficult to land any of the Splinter Slash's attacks from the Tsumiji.





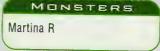
Instead, you can hunt down the creature and land enough single strikes to bring him down, or use a Wood spell or scroll. The Wood Sprite scrolls are extremely effective, so if you need some return to Λ : Merciless, Grieving, Furnace before accepting this challenge. Without the scrolls, though, you still have a chance even with a lower level scroll like Gale Breath. Upon his defeat, Albert R drops the **Goblin Boots A**.

GOBLIN TAG-ROUND TEN: MARTINA R

You must wait a while before the final Goblin Tag challenge. It's not available until you defeat the final boss and receive the Data Flag for your saved game. At this point, checking the message board reveals a new message from Martina R. Visit Λ : **Detestable Vengeful Gate**.

Λ : Detestable Vengerul Gate

AREA VIT	ALS
BATTLE LEVEL:	42
ELEMENT:	Water
GRUNTY FOOD:	Mushroom
ENVIRONMENT:	Leaf Mold
WEATHER:	Stormy



ITEMS
Imp's Praises



This last round of goblin tag is the trickiest of them all. The challenge can be quick and simple if you use the right technique, though. Martina R is incredibly fast even if a Speed Charm is used. She can get far enough away that the battle ends temporarily, at which point she casts a spell. Her first spell is Rig Saem, which enables her to regain HP as she runs across the field. She can also cast a spell to lower Kite's speed. If this happens, use an Antidote on Kite.

Martina R is also extremely evasive, so few of Kite's attacks will actually connect. Even when Kite lands a hit, it causes little damage. She's also resistant to magic. So just how do you fight this goblin who seems to have all of the advantages? You get sneaky!

First, use The Moon scroll. Despite Martina R's magic resistance, these scrolls put her to sleep almost every time. By itself, this isn't enough to win the fight, as the sleep effect lasts only long enough for one complex attack skill to be used against her. The point of the sleep effect is to buy enough time to inflict damage without her disappearing out of range. While she's asleep, use a Beast's Bane scroll. It lowers a target's magical defense; in this case, it nullifies Martina R's magic resistance.

Also, wear equipment with the highest-level spell possible and cast it, or use some high-level scrolls if you're low on powerful magic. The spell Merrows is very effective (it's found on the Fishskin weapon). Two strikes from this powerful Water spell can deplete all of Martina R's HP. For defeating her, she hands over the **Imp's Praises** Key Item.



OPTIONAL AREA

Clearing the final boss and defeating the game also unlocks a whole new area to explore. Read the email from RIKA@BANDAI, which lists the Keyword Θ : Bitter Fantasy Mirror World.

SUBSTITUTIONS

As always, you can choose other characters, but make sure they have high levels. It's a good idea to bring at least one Wavemaster, too. If you don't choose Mia, select a Heavy Blade and utilize some of the Data Drain equipment that you can gain from the monsters.

An attempt to send Flash Mail reveals that Mia and Wiseman are finally available to join your party, so bring them along. Equip them with the highest-level equipment possible. Give Wiseman some headwear that allows the casting of Ola Repth and Rip Maen.

Bring along Healing Potions and Resurrects, as well as a good supply of Antidotes. Remember that this area is on another server, so use the Chaos Gate to visit the Θ Server, then try to log into the area. Since it is protected, you need the Virus Core U to hack into it.





H: BITTER, FANTASY, MIRROR WORLD

RECOMMENDED PARTY: KITE, MIA, AND WISEMAN





AREA VIT	ALS
BATTLE LEVEL:	50
ELEMENT:	Fire
GRUNTY FOOD:	Bear Cat Egg
ENVIRONMENT:	Sky City
WEATHER:	Sunny

MONSTERS
FIELD:
N/A
DUNGEON:
Brown Wyrm: Earth
House Golem: Earth
King Worm
Wander Demon: Fire

ITEMS		
AREA:	MONSTERS:	
Fireball Storm	Geist Ring	
Fire Tempest	Kikuhyakumonji	
Forester Helm	Laevateinn	
The Hanged Man	Quake Axe	
Holy Tree Mail	Segmentart	
Lincoln Green	Virus Core F	
The Lovers		
The Moon		
Resurrect		
Summon Fire		



Upon entering the area, the party finds itself on a series of stone walkways in the sky. Follow the path and proceed straight ahead when you reach a crossroads. The walkway leads to the dungeon's entrance, with no portals or other items along the way.





Dungeon, B3



The sky city's ruins consist of three levels, each inhabited by a variety of dangerous creatures. Of these enemies, the House Golem is a familiar foe. The Brown Wyrm isn't as difficult to fight as it looks. Set the party to use Skills, then set Wiseman to First Aid after one or two attacks. Equip your most powerful weapons with Wood attacks on them and let the creature have it.



The King Worm is more troublesome. This foe is resistant to magical attacks and it has the ability to paralyze your characters, something it mainly does to Wavemasters. Set your group to Attack, then set Wiseman to First Aid, and use Antidotes whenever paralysis takes hold of a party member.

One of the tougher monsters in the area is the Wander Demon, a Fire-based creature that hits extremely hard. Set your party to Skills, and set Wiseman to First Aid as soon as he casts one spell. Use Merrows from the Fishskin weapon (if possible) to take down the demon. Otherwise, use a Water ability or scroll.

After fighting to level B3, the party discovers a doorway covered by the black flames that mark the den of the optional boss. You know the drill-heal your party to the max, and make sure you're ready to handle the tough fight ahead.









mike most of the other bosses, this creature isn't corrupted by the Data Bug. This means at Data Drain is not necessary to destroy it, but without draining the creature, you might ss a great item!

Set your group to Attack and set Wiseman to First Aid. Set Mia and Kite on opposte sides of the monster to attack. The Angolmore has no elemental weaknesses exploit, so just physically attack it. Since Kite may be using items, use single attacks and avoid the complex attack skills.



Aithough the creature has a strong attack (especially its spell to increase its attack power), it can only fight one foe at a time. Thus, if you can keep Angolmore's focus on Mia, Wiseman can heal her and Kite can toss an extra Healing Potion as her HP grops. If the boss turns to fight Kite, you can usually gauge the attack and move out of the way. After doing so, move back in and resume attacking as the boss turns its attention elsewhere.

Beware of Angolmore's strong Life Drain ability. Each time it connects with a character, it heals a significant amount of HP. With both Kite and Mia attacking it, you should still be able to deplete the creature's HP faster than it can heal Just remember to keep Mia's SP up. Although Kite isn't using his attack skills, Mia is so use a Mage's Soul when necessary.

POLICOIDOR





When you manage to Protect Break the monster, Data Drain it. This nets you the very nice Crimson Raid Twin Blade weapon. It also leaves behind the weak Death Head drained monster to destroy. After the fight, Kite also receives the strong Lucky Shoes, footwear that enables the casting of Rig Saem and Rig Gaem. The Lucky Shoes can also nullify damage against the wearer.

FLAG RACING

The Flag Race is a new side quest in the .hack series. This side quest is only available on servers in which you've raised all three of the Grunty types available or that server.

The object of the Flag Race is to race one of your Grunties throughout the Root Town, collecting three separate flags at fixed locations. You can collect the flags in any order. The race is timed and the clock stops the moment you reach the third lag. The top three times are kept as records, and you can win a prize if you defeat one of the times.



To start the Grunty Race, speak to the man at the Grunt Shop. Now that you've raised all three types of Grunties in the area, he provides instructions on how to run the race, recites the top three fastest scores, or he can start a race. Each race costs 100 GP.





SELECTING A GRUNTY- SERVER

Each Grunty is rated in three categories: Speed, Acceleration, and Turning. You can choose from the following Grunties on the Θ Server: Poison Grunty (low top speed, good turning and acceleration); Iron Grunty (good speed), and Noble Grunty (average skills in each category).

Here is what you receive for winning these races:

Q SERVER FLAG F	RACE PRIZES
RATING	PRIZE
Quit/Out of rank	Fortune Wire
Out of rank (within one second of 3rd)	Speed Charm
3rd place	Divine Cross
2nd place	Silver Grunty
1st place	Golden Grunty

The first time you win a race (1st place), you gain **Image 51** as well as the Golden Grunty. After winning any prize three times, you receive a **Yellow Candy** instead of the normal prize.





EARNING THE MOST

Remember that you can win each prize up to three times, which is quite a haul if you're winning the Silver or Golden Grunties! Try to beat the third place time by as small a margin as possible to make it easier to improve your score again. Then start going for second place and eventually first place. This is even more difficult than trying to race all-out, but the prizes are certainly worthwhile.

SELECTING A GRUNTY-A SERVER

The Grunties on this server are rated in the same categories. You can choose from the following Grunties:
Bony (good top speed); Snakey (low top speed, good turning and acceleration); and Noble (average stats).

Here's what you receive for winning these races:

E. Carlotte	RATING	PRIZE	
	Quit/Out of rank	Fortune Wire	
	Out of rank (within one second of 3rd)	Fairy's Orb	
	3rd place	Emperor's Soul	
	2nd place	Silver Grunty	
The second	1st place	Golden Grunty	

You receive a bonus prize along with your original first place victory. This time it's Image 52 for your Desktop.



RAISING A GRUNTY

Rather unique looking animals, Grunties are quite revered in "The World." They are intelligent enough to converse with characters, and prove to be quite useful as a mount for those who raise them. In .hack//MUTATION, they are also the key to unlocking one of the new side quests—the Flag Race.

To raise a Grunty, talk to the man at the Grunt Shop on Θ or Λ Server. He provides a few pointers about raising a Grunty. He's also in charge of the Flag Race on servers. Visit him after raising all three types of Grunty available on a particular server.

A Grunty starts out as a small baby wandering near the Grunt Shop keeper. To turn him into an adult Grunty, you must speak to him. This is also when you feed him one type of Grunty food. Feed the baby anything to start off, then when you speak to him he reveals a hint about what he wants to eat next. As you feed the Grunty, you can view the effects that each type of food has on his stats even before you feed it to him.

A baby undergoes one small growth spurt at Size 10, and becomes more specific with his hints at a desired food. The Grunty eventually grows to juvenile size at Size 20. At this point, the Grunty specifically states which food he wants. At Size 30 he grows again slightly, and once he reaches size 40 he becomes an adult and turns into one of the server's three Grunty types, depending on his final stats.

You can stop feeding a Grunty at any time, then return at a later point to continue where you left off. One reason you may need to do this is to collect more of a certain Grunty food. When a Grunty reaches adulthood, you can begin raising a new Grunty after leaving the server and returning. This could mean exploring an area, visiting another server for a while, or even quitting the game. After raising the third kind of adult Grunty available on a given server, you *cannot* raise any more Grunties there.

Your first Grunty gives you a precious Key Item, called the **Grunty Flute**. Using this instrument in an area's Field enables Kite to call a Grunty from that server to your side. Kite can then ride the Grunty around the Field, moving more quickly than the party at its normal speed, without triggering any portals. Note that Grunties cannot go beyond the Field.

You can also trade with Grunties. Each Grunty takes up a position within the town, offering different items for trade. (See the "Trading Items" chapter for more details.)

TEGERAL METERS AND THE SAME

9 SERVER GRUNTIES

The following tables list the stats needed to obtain each of the Grunties available in .hack//MUTATION. The three on Θ Server were available in .hack//INFECTION, while those on Λ Server are new to all players.

Iron Grunty

STAI	RATING	
Body Odor	13 to 17	
Rebei	-2 to 12	TE TO SEE
Brutality	13 to 27	
Intelligence	8 to 22	
Purity	-2 to 12	

In Dun Loireag, the Iron Grunty is located just past the Recorder. The Poison Grunty stays between the Magic Shop and the Weapon Shop. The Noble Grunty takes up position next to the Item Shop.

Poison Grunty

STAT	and the anti-leasurement and interpolation	A particular property of the second s
SIAI	RATING	
Body Odor	0 to 20	-
Rebel	-5 to 15	- 13 M
Brutality	10 to 30	
Intelligence	5 to 25	
Purity	-5 to 15	S A A A A A

*A Grunty with these stats only becomes a Poison Grunty if it does not also meet the requirements for an Iron Grunty.

Noble Grunty

STAT	RATING	The second secon
Body Odor	Any	
Rebel	Any	
Brutality	Any	
Intelligence	Any	
Purity	Any	
	,	

*A Grunty only becomes a Noble Grunty if it does not meet the requirements for either an Iron or Poison Grunty.

Λ SERVER GRUNTIES

Bony Grunty

	STAT	RATINE
	Body Odor	13 to 27
	Rebel	3 to 17
ı.	Brutality	8 to 22
	Intelligence	8 to 22
A	Purity	-2 to 12



Snakey Grunty

RATING	And the second section of the second
10 to 30	
0 to 20	
5 to 25	
5 to 25	
-5 to 15	
	10 to 30 0 to 20 5 to 25 5 to 25

*A Grunty with these stats only becomes a Snakey Grunty if it does not meet the requirements for a Bony Grunty.

Noble Grunty

STAT	RATING	particular and continue
Body Odor	Апу	
Rebel	Any	
Brutality	Any	
ntelligence	Any	
Purity	Any	

*A Grunty only becomes a Noble Grunty if it does not meet the requirements for either a Bony or Snakey Grunty.

In the town of Carmina Gadelica, the Bony Grunty stands at a corner of the main intersection of town, just north of the Chaos Gate. The Snakey Grunty is found in the center of the intersection that branches off to the Item and Weapon Shops and Elf's Haven. The Noble Grunty stays in the corral at the southeast of town, opposite the Grunty Shop.

GRUNTY FOOD

The following tables provide additional information on each type of Grunty food, as well as a hint on how to find the food if you're in need of a certain type.

GRUN	Food Type	Grunty Clue	Size	Body Odor	Robel	Brutality	Intelligence	Dueitu	Controlling Keyword
	rood type	drainly olde	0126	Booy Outil	neuer	Drutanty	memgence	runny	Controlling Keyword
*	Cordyceps	Near a large statue of Buddha	+1	+2	+2	-	+2	+4	Part B: Someone's
2/3	Grunt Mints	Near a very hot square face	+1	-	+4	-4	-2	-1	Part C: Great Seal
40)	La Pumpkin	Near a huge cocoon	+1	-3	-2	+3	+5	•	Part C: Paradise
	Mandragora	Near pointed towers	+1	+5	-	+4	-4	-4	Part C: Aqua Field
6	Mushroom	In the shadow of mushroom boulders	+1	-4	-3	-	-3	-3	Part C: Hypha
9	Oh No Melon	Near barnacles	+1	+3	+1	-1	+1	-	Part B: Destroyer's
	Piney Apple	Deep in the green forest	+1	-	-4	+5	+4	-2	Part B: Solitary
	Root Vegetable	By a wall at end of the labyrinth	+1	-2	-1	+2	_	+3	Part C: Fort Walls
5, 30°	Snaky Cactus	Near ribs that were once an ocean	+1	+1	+5	-2	-1	+2	Part C: Fiery Sands
	Twilight Onion	Near a very strange old weapon	+1	+4	+3	-3	-	+1	Part B: Gluttonous
	White Cherry	Near a very cold pillar	+1	-1	-	+1	+3	+5	Part C: White Devil
	Bear Cat Egg	Deep in a very fancy gallery	+2	-1	-3	+1	+2	+3	N/A
	Bloody Egg	In the stomach of a very scary monster	+2	+1	+3	-	-3	-1	N/A
8	Golden Egg	A few grow inside an important story	+2	-	-	-	-		N/A
	Immature Egg	Deep in a very dark labyrinth	+2	-3	-1	+3	+2	+1	N/A
	Invisible Egg	Inside a very deep cave	+2	+3	+1	-	-1	-3	N/A

GOLDEN EGGS

As before, Golden Eggs only affect a Grunty's Size rating. Therefore, after you have a Grunty's stats where you like them, you can feed the Grunty Golden Eggs to take it the rest of the way to adulthood.



This section of the book provides a thorough listing of every item that can be acquired in the game. The various items have been split into separate tables corresponding to the selections in Kite's Personal Menu. Those items listed as having an "Attack" or "Weaken" effect can only be used against enemies, whereas those with "Recover" or "Strengthen" properties can only be used on Kite and his allies.

TABLES EXPLAINED					
Name	Item name.				
Buy	Purchase price if item can be purchased in a shop.				
Sell	Price of an item when sold to a shop.				
Spell Level	The level and variety of magic.				
Effect	The item's effect when used.				
Element	The element the item is aligned with.				
Target	Whether or not the item targets a unit or a area.				
Obtained	How to acquire item: S (Shop), C (Chest or breakable item), T (Trade), E (Event).				

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ITEMS

NAME	ВШҮ	SELL	EFFECT	DBTAINED
Health Delah	400	50	Professor 450 LID	0/0/5
Health Drink	100	50	Restores 150 HP	S/C/T
Healing Potion	N/A	250	Restores 400 HP	C/T
Healing Elixir	N/A	1000	Restores full HP	C/T
Antidote	50	25	Cures Poison, Paralysis, Slow, and Physical Ability Down	S/C/T
Restorative	50	25	Cures Curse, Sleep, Confuse, Charm, and Magical Ability Down	S/C/T
Resurrect	300	150	Revives dead ally	S/C/T
Warrior Blood	100	50	Temporarily increases target's Physical Attack Power	S/C/T
Knight Blood	100	50	Temporarily increases target's Physical Defense Power	S/C/T
Hunter Blood	100	50	Temporarily increases target's Physical Accuracy	S/C/T
Hermit Blood	100	50	Temporarily increases target's Magical Attack Power	S/C/T
Beast Blood	100	50	Temporarily increases target's Magical Defense Power	S/C/T
Wizard's Blood	100	50	Temporarily increases target's Magical Accuracy	S/C/T
Well Water	N/A	50	Temporarily increases target's Earth Attribute	C/T
Pure Water	N/A	50	Temporarily increases target's Water Attribute	C/T
Burning Oil	N/A	50	Temporarily increases target's Fire Attribute	C/T
Holy Sap	N/A	50	Temporarily increases target's Wood Attribute	С/Т
Sports Drink	N/A	50	Temporarily increases target's Thunder Attribute	C/T
Cooked Bile	N/A	50	Temporarily increases target's Darkness Attribute	C/T
Mage's Soul	500	250	Restores 100 SP	S/C/T
Artisan's Soul	N/A	1250	Restores 500 SP	С/Т
Emperor's Soul	N/A	5000	Restores full SP	Т
Noble Wine	N/A	25000	Restores full HP & SP	T
Fortune Wire	10	5	Unlocks booby-trapped treasure boxes	S/C/T
Sprite Ocarina	100	50	Return instantly from dungeon back to the field	S/C/T
Fairy's Orb	100	50	Unknown parts of Map are displayed	S/C/T

SCROLLS

ATTACK	MAGIC	SCR	OLLS		- a sa a sa	Secretaria de Salve, porte Esperado e Aseque
NAME	BUY	SEL	L SPELL LEVEL	ELEMENT	TARGET	OBTAINED
Raining Rocks	200	100	Level 1 Falling	Earth	Area	S/C/T
Stone Storm	N/A	250	Level 2 Falling	Earth	Area	C/T
Meteor Strike	N/A	500	Level 3 Falling	Earth	Area	C/T
Lightning Bolt	200	100	Level 1 Falling	Thunder	Area	S/C/T
Ion Strike	N/A	250	Level 2 Falling	Thunder	Area	C/T
Thunderbolt	N/A	500	Level 3 Falling	Thunder	Area	C/T
Raging Earth	200	100	Level 1 Raising	Earth	Area	S/C/T
Gaia's Spell	N/A	250	Level 2 Raising	Earth	Area	C/T
Cosmic Truth	N/A	500	Level 3 Raising	Earth	Area	C/T
Gale Breath	200	100	Level 1 Raising	Wood	Area	S/C/T
Wood Sprite	N/A	250	Level 2 Raising	Wood	Area	
Forest of Fear	N/A	500	Level 3 Raising	Wood	Area	C/T
Dark Night	200	100	Level 1 Raising	Darkness	Area	C/T
Chaos Spell	N/A	250	Level 2 Raising	Darkness		S/C/T
Nightshade	N/A	500	Level 3 Raising	Darkness	Area	C/T
Ice Storm	200	100	Level 1 Whirlwind	Water	Area Area	C/T
Ice Strike	N/A	250	Level 2 Whirlwind	Water	Area	S/C/T
Absolute Zero	N/A	500	Level 3 Whirlwind	Water		C/T
Fire Tempest	200	100	Level 1 Whirlwind	Fire	Area	C/T
Flame Blast	N/A	250	Level 2 Whirlwind	Fire	Area Area	S/C/T
Hellstorm	N/A	500	Level 3 Whirlwind	Fire	Area	C/T
Green Gale	200	100	Level 1 Whirlwind	Wood		C/T
Leafblight	N/A	250	Level 2 Whirlwind	Wood	Area	S/C/T
Jungle Rage	N/A	500	Level 3 Whirlwind	Wood	Area	C/T
Plasma Storm	200	100	Level 1 Whirlwind	Thunder	Area Area	C/T
Raging Plasma	N/A	250	Level 2 Whirlwind	Thunder	Area	S/C/T
Plasma Gale	N/A	500	Level 3 Whirlwind	Thunder	Area	C/T
Ice Floe	200	100	Level 1 Convergence	Water	Unit	C/T
Cygnus	N/A	250	Level 2 Convergence	Water		S/C/T
Permafrost	N/A	500	Level 3 Convergence	Water	Unit	C/T
Meteor Swarm	200	100	Level 1 Convergence	Fire	Unit	C/T
Fireball Storm	N/A	250	Level 2 Convergence	Fire	Unit	S/C/T
Inferno Strike	N/A	500	Level 3 Convergence	Fire	Unit	C/T
Nightblight	200	100	Level 1 Convergence	Darkness	Unit	C/T
Dark Traitor	N/A	250	Level 2 Convergence		Unit	S/C/T
Nightfear	N/A	500	Level 3 Convergence	Darkness	Unit	С/Т
			2070, O Onivergence	Darkness	Unit	С/Т

THE RESERVE OF THE PARTY OF THE

MISCELLANEOUS SCROLLS

NAME	BUY	SELL	EFFECT	OBTAINED
The Death	N/A	100	Poison; HP decreases over time	С/Т
The Hanged Man	N/A	100	Paralysis; becomes unable to act	C/T
The Lovers	N/A	100	Charm; may attack allies	C/T
The Moon	N/A	100	Sleep; becomes unable to act	C/T
The Fool	N/A	100	Confuse; attacks friend and foe alike	C/T
The Devil	N/A	100	Curse; SP decreases as time passes	C/T
Warrior's Bane	N/A	100	Target's Physical Attack reduced	C/T
Knight's Bane	N/A	100	Target's Physical Defense reduced	C/T
Hunter's Bane	N/A	100	Target's Physical Accuracy reduced	С/Т
Hermit's Bane	N/A	100	Target's Magical Attack reduced	С/Т
Beast's Bane	N/A	100	Target's Magical Defense reduced	C/T
Wizard's Bane	N/A	100	Target's Magical Accuracy reduced	С/Т
Stonebane	N/A	100	Target's Earth Attribute reduced	C/T
Waterbane	N/A	100	Target's Water Attribute reduced	C/T
Firebane	N/A	100	Target's Fire Attribute reduced	С/Т
Treebane	N/A	100	Target's Wood Attribute reduced	С/Т
Lightbane	N/A	100	Target's Thunder Attribute reduced	C/T
Nightbane	N/A	100	Target's Darkness Attribute reduced	С/Т
Health Charm	N/A	150	HP restored as time passes	С/Т
Soul Charm	N/A	300	SP restored as time passes	С/Т
Speed Charm	100	50	Moving speed temporarily increases	С/Т
Light Cross	1000	500	Restores 150 HP to target and nearby allies	S/C/T
Hale Cross	N/A	1000	Restores 400 HP to target and nearby allies	С/Т
Divine Cross	N/A	2500	Restores full HP to target and nearby allies	С/Т

BOOKS

GETTING

		and grade in	EFFECT	OBTAINED
Power Book	N/A	500	Physical Attack changes permanently by +1	C/T
Tolerance Book	N/A	500	Physical Defense changes permanently by +1	C/T
Insight Book	N/A	500	Magical Attack changes permanently by +1	C/T
Spiritual Book	N/A	500	Magical Defense changes permanently by +1	С/Т
Graceful Book	N/A	500	Physical Accuracy changes permanently by +1	C/T
Swift Book	N/A	500	Physical Evasion changes permanently by +1	C/T
Fena Shui	N/A	500	Earth Attribute changes permanently by +1	T
Water Magic	N/A	500	Water Attribute changes permanently by +1	T
Fire Magic	N/A	500	Fire Attribute changes permanently by +1	T
Wood Magic	N/A	500	Wood Attribute changes permanently by +1	Т
Thunder Magic	N/A	500	Thunder Attribute changes permanently by +1	T
Black Magic	N/A	500	Darkness Attribute changes permanently by +1	T
Piros's Diary	N/A	50	Magical Attack changes permanently by -1	Е

TREASURES

NAME BUY		e destruction and a supplier of the terminal	EFFECT	DBTAINED
		050	Can be cashed in for a large sum	С/Т
Grunty Doll	N/A	250		C/T
Rainbow Card	N/A	500	Can be cashed in for a large sum	
Yellow Candy	N/A	1000	Can be cashed in for a large sum	С/Т
Silver Scarab	N/A	1500	Can be cashed in for a large sum	С/Т
Aromatic Grass	N/A	5	Useful in trade	
Popsicle Stick	N/A	50	Useful in trade	Ü



RAISING

SKILLS LIST

This section of the book provides a thorough listing of each of the Skills that can be used by equipping various weapons and armor. The Skills have been split into separate sections corresponding to the selections in Kite's Personal Menu. Physical Attack Skills have been subdivided based on the type of weapons they are associated with, while Magical Attack Skills have been grouped by their element. New skills have been bolded.

in the		S EXPLAINED
1	Name	Skill name.
i	Level	Skill level.
E	Element	Element associated with Skill.
1	Target	The area of attack or effect.
1	AP	Attack Power.
-	AC	Accuracy Rate.
5	SP	Skill Points required to use Skill.
I	Votes	Pertinent information, such as associated weapons class and magical effects.
		· · · · · · · · · · · · · · · · · · ·

PHYSICAL ATTACK SKILLS

PAME	LEVEL	ELEMENT	TARGET		- A C	3 P	NOTES
						-	Charles I have
Saber Dance	1	None	Unit	6	5	10	Twin Blade
Tiger Claws	1	None	Area	6	0	10	Twin Blade
Staccato	1	None	Unit	6	-5	15	Twin Blade
Flame Dance	2	Fire	Unit	6	5	30	Twin Blade
Orchid Dance	2	Wood	Unit	6	5	30	Twin Blade
Thunder Dance	2	Thunder	Unit	6	5	30	Twin Blade
Dark Dance	2	Dark	Unit	6	5	30	Twin Blade
Twin Darkness	2	Dark	Unit	6	-10	45	Twin Blade
Cross Slash	1	None	Unit	6	5	10	Heavy Blade
Crack Beat	1	None	Area	6	0	10	Heavy Blade
Revolver	1	None	Area	6	-5	10	Heavy Blade
Vak Crack	2	Fire	Area	7	10	30	Heavy Blade
Vak Revolver	2	Fire	Area	7	-5	30	Heavy Blade
Ani Slash	2	Dark	Unit	7	0	30	Heavy Blade
Ani Revolver	2	Dark	Area	7	-5	30	Heavy Blade
Death Bringer	1	None	Unit	6	20	10	Heavy Blade
Calamity	1	None	Unit	6	-5	10	Heavy Blade
Gan Smash	2	Earth	Unit	7	20	30	Heavy Blade
Gan Drive	2	Earth	Unit	7	-5	30	Heavy Blade
Vak Smash	2	Fire	Unit	7	20	30	Heavy Blade
Vak Drive	2	Fire	Unit	7	-5	30	Heavy Blade
Juk Smash	2	Wood	Unit	7	20	30	Heavy Blade
Juk Drive	2	Wood	Unit	7	-5	30	Heavy Blade
Rairaku	2	Thunder	Unit	7	20	30	Heavy Blade
Hayabusa	1	None	Area	6	0	10	Blademaster
Sohgasho	1	None	Unit	6	-5	15	Blademaster
Danku	2	Earth	Area	7	0	30	Blademaster
Karin	2	Fire	Area	7	0	30	Blademaster
Hirameki	2	Wood	Area	7	0	30	Blademaster
Raika	2	Thunder	Area	7	0	30	Blademaster
Rairaku	2	Thunder	Unit	7	-5	40	Blademaster
Axel Pain	1	None	Area	6	15	10	Heavy Axeman
Triple Wield	1	None	Area	6	0	10	Heavy Axeman
Brandish	1	None	Area	6	-5	10	Heavy Axeman
Gan Break	2	Earth	Area	7	15	30	Heavy Axeman
Gan Tornado	2	Earth	Area	7	0	30	Heavy Axeman

PHYSICAL ATTACK SKILLS (CONTINUED)

NAME	LEVEL	ELEMENT	TARGET	AP	AE	SF	NOTES
Gan Basher	2	Earth	Area	7	-5	30	Heavy Axeman
Rue Tornado	2	Water	Area	7	0	30	Heavy Axeman
Rai Tornado	2	Thunder	Area	7	0	30	Heavy Axeman
Rai Basher	2	Thunder	Area	7	-5	30	Heavy Axeman
Ani Tornado	2	Dark	Area	7	0	30	Heavy Axeman
Ani Basher	2	Dark	Area	7	-5	30	Heavy Axeman
Triple Doom	1	None	Unit	6	0	10	Long Arm
Juk Repulse	1	None	Area	6	-5	10	Long Arm
Double Sweep	1	None	Area	6	0	10	Long Arm
Rue Repulse	2	Water	Area	7	-5	30	Long Arm
Vak Repulse	2	Fire	Area	7	-5	30	Long Arm
Juk Wipe	2	Wood	Area	7	0	30	Long Arm
Rai Repulse	2	Thunder	Area	7	-5	30	Long Arm
Blazing Wheel	2	Fire	Area	6	0	30	Twin Blade
Twin Dragons	2	Fire	Unit	6	-10	45	Twin Blade
Splinter Slash	2	Wood	Area	6	0	30	Twin Blade
Gale of Swords	2	Wood	Unit	6	-10	45	Twin Blade
Thunder Coil	2	Thunder	Area	6	0	30	Twin Blade
Swirling Dark	2	Dark	Unit	6	0	30	Twin Blade
Gan Slash	2	Earth	Unit	7	0	30	Heavy Blade
Gan Crack	2	Earth	Area	7	10	30	Heavy Blade
Gan Revolver	2	Earth	Area	7	-5	30	Heavy Blade
Rue Slash	2	Water	Unit	7	0	30	Heavy Blade
Rue Crack	2	Water	Area	7	10	30	Heavy Blade
Rue Revolver	2	Water	Area	7	-5	30	Heavy Blade
Vak Slash	2	Fire	Unit	7	0	30	Heavy Blade
Ani Crack	2	Dark	Area	7	10	30	Heavy Blade
Gohryu	2	Earth	Unit	7	-5	40	Blademaster
Kannon	2	Fire	Unit	7	-5	40	Blademaster
Kitsutsuki	2	Wood	Unit	7	-5	40	Blademaster
Rai Smash	2	Thunder	Unit	7	20	30	
Rai Drive	2	Thunder	Unit	7	-5	30	Heavy Axeman Blademaster
Rue Break	2	Water	Area	7	15	30	
Rue Basher	2	Water	Area	7	-5	30	Heavy Axeman
Rai Break	2	Thunder	Area	7	15		Heavy Axeman
Ani Break	2	Dark	Area	7	15	30	Heavy Axeman
Rue Wipe	2	Water		7			Heavy Axeman
Vak Doom	2	Wood	Area Unit		0	30	Long Arm
Vak Wipe	2	Fire		7	0	30	Long Arm
	2		Area	7	0	30	Long Arm
Rai Wipe	2	Thunder	Area	7	0	30	Long Arm

MAGICAL ATTACK SKILLS

NAME	LEVEL	ELEMENT	TARGET	AP	AC	SP	NOTES
Gan Don	1	Earth	Area	6	20	10	Drop
GiGan Don	2	Earth	Area	8	20	20	Drop
OrGan Don	3	Earth	Area	10	20	40	Drop
Gan Rom	1	Earth	Area	5	10	10	Tornado
MeGan Rom	2	Earth	Area	6	10	20	Tornado
Gan Zot	1	Earth	Area	7	15	20	Raise
GiGan Zot	2	Earth	Area	9	15	30	Raise
OrGan Zot	3	Earth	Area	11	15	50	Raise

MAGICAL ATTACK SKILLS (CONTINUED)

NAME	LEVEL	ELEMENT	TARGET	AP	AC	SP	NOTES
Varthling							
Yarthkins Rue Rom	1	Earth	Area	10	99	50	Summon
MeRue Rom	1	Water	Area	5	10	10	Tornado
	2	Water	Area	6	10	20	Tornado
OrRue Rom Rue Kruz	3	Water	Area	7	10	40	Tornado
	1	Water	Unit	8	30	10	Converge
GiRue Kruz MeRue Kruz	2	Water	Unit	10	30	20	Converge
Rue Zot	3	Water	Unit	12	30	40	Converge
MeRue Zot	2	Water	Area	7	15	20	Raise
Vak Don	1	Water	Area	9	15	30	Raise
Vak Rom	1	Fire	Area	6	20	10	Drop
BiVak Rom	2	Fire	Area	5	10	10	Tornado
OrVak Rom	3	Fire	Area	6	10	20	Tornado
Vak Kruz	1	Fire	Area	7	10	40	Tornado
GiVak Kruz	2	Fire	Unit	8	30	10	Converge
MeVak Kruz	3	Fire	Unit	10	30	20	Converge
Vulcan Ch	2	Fire	Unit	12	30	40	Converge
Juk Rom	1	Fire	Area	20	99	70	Summon
ViJuk Rom	2	Wood	Area	5	10	10	Tornado
RaJuk Rom	3	Wood	Area	6	10	20	Tornado
Juk Kruz	1	Wood Wood	Area	7	10	40	Tornado
MeJuk Kruz	2		Unit	8	30	10	Converge
Juk Zot	1	Wood Wood	Unit	10	30	20	Converge
RaJuk Zot	2		Area	7	15	20	Raise
OrJuk Zot	3	Wood Wood	Area	9	15	30	Raise
Rai Don	1	Thunder	Area	11	15	50	Raise
MeRai Don	2	Thunder	Area	6	20	10	Drop
GiRai Don	3	Thunder	Area	8	20	20	Drop
Rai Rom	1	Thunder	Area	10	20	40	Drop
GiRai Rom	2	Thunder	Area	5	10	10	Tornado
MeRai Rom	3	Thunder	Area	6	10	20	Tornado
Rai Kruz	1	Thunder	Area	7	10	40	Tornado
Ani Don	1	Dark	Unit	8	30	10	Converge
Ani Kruz	1	Dark	Area	6	20	10	Drop
MeAni Kruz	2	Dark	Unit	8	30	10	Converge
OrmeAni Kruz	3	Dark	Unit Unit	10	30	20	Converge
Ani Zot	1	Dark		12	30	40	Converge
MeAni Zot	2	Dark	Area Area	7	15	20	Raise
OrmeAni Zot	3	Dark		9	15	30	Raise
Wryneck	1	Dark	Area Area	11	15	50	Raise
Summon Goblin	1	None	Area	10	99	50	Summon
Yarthkins Ch	2	Earth	Area	10	99	25	Summon
Merrows	1	Water	Area	20	99	70	Summon
GiVak Don	2	Fire	Area	10	99	50	Summon
Vulcan	1	Fire	Area	10	20	20	Drop
Krake	1	Wood	Area	10	99 99	50	Summon
MeRai Kruz	2	Thunder	Unit	10		50	Summon
Lanceor	1	Thunder	Area	10	30 99	20	Converge
Lanceor Ch	2	Thunder	Area	20		50	Summon
BiAni Don	2	Dark	Area	8	99 20	70	Summon
Wryneck Ch	2	Dark	Area	20	99	20	Drop
More Goblins	2	None	Area	20	99	70	Summon
				LU	22	45	Summon

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RECOVER SKILLS

NAME	LEVEL	ELEMENT	TARGET	AP	AC	SF	NOTES
Repth	1	None	Unit	0	5	10	Restores 150 HP
Ol Repth	2	None	Unit	0	5	30	Restores 400 HP
Pha Repth	3	None	Unit	0	5	50	Restores all HP
La Repth	1	None	Area	0	5	20	Restores 150 HP to target and surrounding allies
Ola Repth	2	None	Area	0	5	40	Restores 400 HP to target and surrounding allies
Phal Repth	3	None	Area	0	5	60	Restores all HP to target and surrounding allies
Rip Teyn	1	None	Unit	0	5	10	Cures Poison, Paralysis, Slow, and Downs on Physical abilities
Rip Synk	1	None	Unit	0	5	10	Cures Curse, Sleep, Confuse, Charm, and Downs on Magical abilities
Rip Maen	1	None	Unit	0	5	40	Returns Ghosted allies back to life

STRENGTHENING SKILLS

NAME	LEVEL	ELEMENT	TARGET	AP	AC	SP	NOTES
Rig Saem	1	None	Unit	0	5	15	HP replenishes for a set time.
Rig Geam	1	None	Unit	0	5	25	SP replenishes for a set time.
Ap Do	1	None	Unit	0	5	15	Temporarily ups Movement Speed.
Ap Corv	1	None	Unit	5	5	15	Temporarily ups Physical Attack.
Ap Vorv	1	None	Unit	5	5	15	Temporarily ups Physical Defense.
Ap Torv	1	None	Unit	0	15	15	Temporarily ups Physical Accuracy.
Ap Corma	1	None	Unit	5	5	15	Temporarily ups Magical Attack.
Ap Vorma	1	None	Unit	5	5	15	Temporarily ups Magical Defense.
Ap Torma	1	None	Unit	0	15	15	Temporarily ups Magical Accuracy.
Ap Ganz	1	Earth	Area	0	5	10	Temporarily ups target and surrounding allies' Earth attribute.
Ap Ruem	1	Water	Area	0	5	10	Temporarily ups target and surrounding allies' Water attribute.
Ap Vakz	1	Fire	Area	0	5	10	Temporarily ups target and surrounding allies' Fire attribute.
Ap Juka	1	Wood	Area	0	5	10	Temporarily ups target and surrounding allies' Wood attribute.
Ap Raio	1	Thunder	Area	0	5	10	Temporarily ups target and surrounding allies' Thunder attribute.
Ap Arnid	1	Dark	Area	0	5	10	Temporarily ups target and surrounding allies' Dark attribute.

WEAKENING SKILLS

NAME	LEVEL	ELEMENT	TARGET	AP	AC	SP	Notes
Duk Lei	1	None	Unit	0	5	20	Poisons enemy for a set time.
Suvi Lei	1	None	Unit	0	5	20	Paralyzes enemy for a set time.
Dek Do	1	None	Unit	0	5	20	Slows enemy for a set time.
Miu Lei	1	None	Unit	0	5	40	Charms enemy for a set time.
Mumyn Lei	1	None	Unit	0	5	30	Sleeps enemy for a set time.
Ranki Lei	1	None	Unit	0	5	30	Confuses enemy for a set time.
Maj Lei	1	None	Unit	0	5	30	Curses enemy for a set time.
Dek Corv	1	None	Unit	-10	5	15	Temporarily drops enemy's Physical Attack.
Dek Vorv	1	None	Unit	-10	5	15	Temporarily drops enemy's Physical Defense.
Dek Torv	1	None	Unit	0	-20	15	Temporarily drops enemy's Physical Accuracy.
Dek Corma	1	None	Unit	-10	5	15	Temporarily drops enemy's Magical Attack.
Dek Vorma	1	None	Unit	-10	5	15	Temporarily drops enemy's Magical Defense.
Dek Torma	1	None	Unit	0	-20	15	Temporarily drops enemy's Magical Accuracy.

WEAKENING SKILLS (CONTINUED)

NAME	LEVEL	ELEMENT	TARGET	AP	AC	S.P.	NOTES
Dek Ganz	1	Earth	Area	0	5	10	Tomograph, despet
Dek Ruem	1	Water	Area	0	5	10	Temporarily drops target and surrounding enemies' Earth attribute.
Dek Vakz	1	Fire	Area	0	5		Temporarily drops target and surrounding enemies' Water attribute.
Dek Juka	1	Wood				10	Temporarily drops target and surrounding enemies' Fire attribute.
Dek Raio	1		Area	0	5	10	Temporarily drops target and surrounding enemies' Wood attribute.
	1	Thunder	Area	0	5	10	Temporarily drops target and surrounding enemies' Thunder attribute.
Dek Anid		Dark	Area	0	5	10	Temporarily drops target and surrounding enemies' Dark attribute.

DATA DRAIN

NAME	LEVEL	ELEMENT	TARGET	AP	AC	3 F	Notes
Data Drain	1	None	Unit	0	0	10	Absorbs one work data the late
Drain Arc	1	None	Area	0	0	20	Absorbs enemy data, thereby dropping its level. Absorbs enemy data, thereby dropping its level.

EQUIPMENT LIST

This section of the book provides a complete listing of every weapon and piece of armor in the game. Equipping these items not only raises and lowers the character's various physical, magical, and elemental parameters, but also enables the use of assorted skills. Weaponry, and to a lesser extent armor, is specific to a particular class of character, such as the Heavy Axeman or Twin Blade. For that reason, weapons have been divided based on character class. Armor is grouped by the part of body it protects, but read the various notes to see which character classes can use it.

NEW TO .HACK// MUTATION

Note that the equipment names in bold are new to this version of the game, meaning they were not available in .hack//INFECTION.

TABLES EXPLAINED

Name	
	Equipment name.
Lv (Level)	The level of the item. Those marked with an * indicate rare items.
B/S (Buy/Self)	Price of an item when purchased from or sold to a shop.
P/M (Physical/Magical)	Changes to physical and manical Attack (Att). Decision (Det). Account (A.)
Element	Changes to physical and magical Attack (Atk), Defense (Def), Accuracy (Acc), and Evade (Evd) ratings when item is equipped.
M/B Res (Mind/Body	original attribute values when item is entitipped Farth Water Fire Wood Thursday and Darkson
1	Level of resistance to attacks against the mind (Curse, Steen, Confuse, Charm, and Magical Ability Down) and the best
Resistance)	(1 dison, Faralysis, Speed Down, Physical Apility Down, and Attribute Down)
Skill	List of Skills available when item is equipped.
Notes	Lists added effects of weapons and which elected
	Lists added effects of weapons and which classes cannot utilize certain pieces of armor.

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WEAPONS

TWIN BLA	DE	CLA	ss		and an above the state of the	a december a	e amenda de com			المناسبة والمناسبين م	and an extensive field of the second sections of	ility (1966 - 1964 australia	in program the in a protein parame	o de parson estrono e en esperante de la compe
Name	Lv	B/S	P/M Atk	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes
Amateur Blades	1	-/200	2/1	1/1	0/0	0	0	0	0	0	0	-/-	Saber Dance	
Steel Blades	1	-/300	3/1	2/2	0/0	0	0	0	0	0	0	-/-	Tiger Claws	
Rusty Nail	1*	-/50	-10/-10	30/30	0/0	0	0	0	0	0	0	-/-	Saber Dance	
													Miu Lei	
Kai	1	-/200	2/1	2/1	0/0	0	0	0	0	0	0	-/-	Saber Dance	
Phantom Blades	2	800/400	4/2	3/2	0/0	0	0	0	0	0	0	-/-	Staccato	
Spiral Edge	2	-/350	4/2	5/2	0/0	0	0	0	0	0	0	-/-	Illusion Attack	
Assassin	3	1000/500	4/2	4/2	0/0	0	0	0	0	0	0	-/-	Saber Dance	Death
Spark Blades	3	-/600	4/2	5/2	0/0	0	-5	5	0	0	0	-/-	Flame Dance	
Lath Blades	4	-/700	4/2	6/2	0/0	-5	0	0	5	0	0	-/-	Orchid Dance	
Time Blades	4*	-/650	0/0	99/0	25/0	0	0	0	0	0	0	-/-	Ap Do	
Fuse Blades	5	1600/800	4/2	7/2	0/0	0	0	0	0	5	-5	-/-	Thunder Dance	
Shadow Blades	6	1800/900	4/2	8/2	0/0	0	0	0	0	-5	5	-/-	Orchid Dance	
Cats Blades	6	-/1000	6/2	9/2	0/0	1	1	1	1	1	1	-/-	Saber Dance	
Spiral Edge	6*	-/350	4/2	5/2	0/0	0	0	0	0	0	0	-/-	Tiger Claws	Critical Hit
													Staccato	
													Gale of Swords	
Ronin Blades	7	-/1100	7/2	10/2	10/0	0	0	0	0	0	0	-/-	Gale of Swords	
													Tiger Claws	
Spell Blades	8	-/1200	8/2	11/2	0/0	0	0	0	0	0	0	-/-	Lightning Rage	Skill Drain
													Tiger Claws	
Bloody Blades	8	-/1300	8/2	12/2	0/0	0	0	0	0	0	0	-/-	Twin Darkness	Life Drain
													Tiger Claws	
Sotetsu	9	-/1400	9/2	13/2	0/0	0	0	0	0	0	0	-/-	Staccato	Critical Hit
Enou	10	-/1500	9/2	14/2	0/0	0	-10	10	0	0	0	-/-	Flame Dance	
Ryokugun	11	-/1600	9/2	15/2	0/0	-10	0	0	10	0	0	-/-	Orchid Dance	
Raitei	11	-/1700	9/2	16/2	0/0	0	0	0	0	10	-10	-/-	Thunder Dance	
													Staccato	
Soul Blades	12*	· -/1800	9/-5	20/-5	0/0	2	2	2	2	2	2	-/-	Saber Dance	Drain Skill +10
													Ranki Lei	
Anshou	12	-/1800	9/2	17/2	0/0	0	0	0	0	-10	10	-/-	Swirling Dark	
													Staccato	
Masterblades	13	-/1900	11/4	18/4	0/0	2	2	2	2	2	2	-/-	Thunder Dance	Critical Hit
4 <u></u>													Twin Dragons	
Dante's Blades	14	-/2100	10/4	20/4	0/0	0	0	0	0	0	0	-/-	Twin Darkness	Skill Drain
													Ap Corv	
Hell's Gate	14	-/2000	12/4	19/4	0/0	3	3	3	3	3	3	-/-	Staccato	
													Tiger Claws	
													Ap Corv	
Bom-Ba-Ye	14'	· -/2000	10/5	15/10	0/0	0	0	0	0	15	-15	-/-	Thundercoil	Skill Drain
					*10					^			Vision of Self	0.11. 1.11.
Hyakkidouran	14'	· -/2100	13/6	-15/20	0/0	0	-15	15	0	0	0	-/-	Flame Dance	Critical Hit
				20.55	0.00				•		•	,	Tiger Claws	
Gemini Soul	16	-/2400	-20/-20	30/30	0/0	0	0	0	0	0	0	-/-	Saber Dance	
		(0.000	40/0	05 60	40/40	40	40	40	40	40	40	,	Ap Do	Desir Life
Bondage Blade	19	-/2800	16/6	25/10	10/10	10	10	10	10	10	10	-/-	Illusion Attack	Drain Life
Online and Dodge	0.4	10500	40.0	10/0	0/0	2	40	10	2	2	2	1	Lightning Attack	
Crimson Raid	24	-/3500	19/2	10/8	0/0	2	-10	10	2	2	2	-/-	Flame Wheel	Drain Life
													Explosive Dragor	
Fighalia	0.4	(2400	40/40	E/40	10/0		0	0	5	0	0	-/-	Blade, Ap Vakz Evil Wind Blade	
Fishskin	24	-/3400	18/12	5/12	-10/0	-5	0	0	5	U	0	-/-		Diain Skiii
													Electric Top	

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BLADEMA	STE	R CL	ASS					والمواجع المحافظة	catele de la come	مسرونته والمكاد	ette sallyin eraste.	A billion conditions	and the second second second	Sandra Maria de Santo
Name	Lv	B/S	P/M Atk	P/M Ac	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	
Basic Sword	1	-/150	2/0	1/0	0/0	0	0	0	0	0	0	,		Notes
Brave Sword	1	-/250	4/0	2/0	0/0	0	0	0	0	0	0	-/-	Cross Slash	
Rondo	2	-/300	5/0	3/0	0/0	5	0	0	-5	0		-/-	Crack Beat	
Mizuchi	2	800/400	5/0	4/0	0/0	0	5	-5	0	0	0	-/-	Cross Slash Revolver	
Gakaku	3	-/500	5/0	5/0	0/0	0	-5	5	0	0	0	-/-	Ap Ganz Revolver	
Strange Blade	4	-/600	5/0	6/0	0/0	0							Ap Ruem	
Executioner	5	1400/700		7/0	0/0		0	0	0	0	0	-/-	Revolver	
Unicorn Blade	5	-/800	7/0	8/0	0/0	0	0	0	0	0	0	-/-	Crack Beat	Death
Corpseblade	6	-/900	8/0	9/0	0/0	0	0	0	0	-5	5	-/-	Ani Slash	
Oval Sword	7	-/1000	9/0	10/0		0	0	0	0	0	0	-/-	Crack Beat	
Grunty's Sword	8	-/1100	10/0	11/0	0/0	0	0	0	0	0	0	-/-	Crack Beat	
Fugaku	8	-/1200	11/0	12/0	0/0	0	0	0	0	0	0	-/-	Crack Beat	Skill Drain
Ensui	9	-/1300	11/0			10	0	0	-10	0	0	-/-	Revolver Ap Torma	
Komura				13/0	0/0	0	10	-10	0	0	0	-/-	Revolver Ap Ganz	
Souleater		-/1400	11/0	14/0	0/0	0	-10	10	0	0	0	-/-	Revolver Ap Ruem	
		-/1500	12/0	15/0	0/0	0	0	0	0	0	0	-/-	Cross Slash	Life Drain
Singing Blade Dogman's Sword		-/1600	13/0	16/0	0/0	0	0	0	0	0	0	-/-	Crack Beat	Critical Hit
Steelblade		-/1700	14/0	17/0	0/0	0	0	0	0	-10		-/-	Revolver Vak Slash	Orthoda Filt
			15/0	23/0	0/0	0	0	0	0	0	0	-/-	Cross Stash Revolver	Critical Hit
Glitter			16/10	19/10	0/0	0	0	0	0	0	0	-/-	Rue Crack Revolver	
Seal Sword			17/0	20/0	0/0	5	5	5	5	5	5	-/-	Cross Slash	Skill Drain
Phoenix's Wing			16/10	19/10	0/0	0	0	0	0	0	0 -	-/-	Ani Slash	Skill Drain
Jinsaran	14*	-/2000	18/-10	22/-10	0/0	15	0	0	0	-15	0 -	/	An Revolver Vak Crack	Life Drain
Spirit Rage	23	-/3250	24/0	14/0	-15/0	0 (0	0	0	-20	20 -	/-	Vak Revolver Vak Crack Ani Revolver	Critical Hit
Dancing Faerie	3200		00/5	40/40									Ani Don	
eaunity acite	3200		23/5	10/10	0/0	0 2	20 -	20	0	0 () -		Vak Crack Ani Revolver	Life Drain Skill Drain

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Name	Lv	B/S	P/M Atk	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes
Adventurer	1	-/200	3/0	1/0	0/0	0	0	0.	0	0	0	-/-	Death Bringer	
Zero Katana	1	-/200	3/0	1/0	0/0	0	0	0	0	0	0	-/-	Hayabusa	
Steelblade	1	-/200	3/0	1/0	0/0	0	0	0	0	0	0	-/-	Calamity	
Kikuichimonji	1	600/300	5/0	2/0	0/0	0	0	0	0	0	0	-/-	Hayabusa	
Earth Sword	2	800/400	7/0	2/0	0/0	5	0	0	-5	0	0	-/-	Calamity	
Curing Sword	3	-/500	7/0	3/0	0/0	0	0	0	0	0	0	-/-	Repth	
Flamberge	3	-/600	7/0	4/0	0/0	0	-5	5	0	0	0	-/-	Calamity	
Green Sword	4	-/700	7/0	5/0	0/0	-5	0	0	5	0	0	-/-	Death Bringer	
Stun Sword	5	1600/800	7/0	6/0	0/0	0	0	0	0	5	-5	-/-	Calamity	
Slayer	6	1800/900	8/0	5/0	0/0	0	0	0	0	0	0	-/-	Death Bringer	Death
Nodachi	6	-/1000	9/0	5/0	0/0	0	0	0	0	0	0	-/-	Hayabusa	
Defense Sword	7	-/1100	10/0	7/0	0/5	0	0	0	0	0	0	-/-	Death Bringer Ap Vorv	
Magnifier	8	-/1200	11/5	9/5	0/0	0	-5	5	0	0	0	-/-	Calamity Ap Vakz	Skill Drain
Kotetsu Sword	8*	-/1200	11/5	9/5	0/0	3	3	3	3	3	3	-/-	Hayabusa Ap Corv	Critical Hit
Shanato	9	-/1200	12/0	9/0	0/0	5	0	0	-5	0	0	0/0	Danku	
Sana Katana	9	-/1300	12/0	9/0	0/0	10	0	0	-10	0	0	-/-	Danku	
Absorber	9	-/1400	12/0	10/0	0/0	3	3	3	3	3	3	-/-	Death Bringer Dek Vorv	Life Drain
Byakuen	10	-/1500	12/0	11/0	0/0	0	-10	10	0	0	0	-/-	Karin	
Shidan	11	-/1600	12/0	12/0	0/0	-10	0	0	10	0	0	-/-	Hirameki	
Raijin	12	-/1700	12/0	13/0	0/0	0	0	0	0	10	-10	-/-	Raika	
Sharp Blade	12	-/1800	13/0	13/0	0/0	0	0	0	0	0	0	-/-	Gan Smash Calamity	Critical Hit
Spiderblade	13	-/1900	14/0	20/0	0/0	0	0	0	0	0	0	-/-	Karin,	0.111. 1.1111
0	44	(0000	45/40	45/40	0/0	0	0	^	^	0	0	1	Sohgasho Deinger	Critical Hit
SunFangOne	14		15/10	15/10	0/0	0	0	0	0	0	0	-/-	Death Bringer Calamity	
Devil Blade	15	-/2100	16/0	17/0	0/0	5	5	5	5	5	5	-/-	Sohgasho	Skill Drain
Claymore	15	-/2200	17/0	21/0	0/0	0	0	0	0	0	0	-/-	Rai Smash Calamity	
Kikujyumonji	16	-/2300	18/0	24/0	0/0	0	0	0	0	0	0	-/-	Hirameki	
													Rairaku	
Earthian Sword	17		19/0	15/0	0/0	20	0	0	-20	0	0	-/-	Gan Smash Gan Drive	
Life Sword	18	-/2500	19/0	16/0	0/0	0	0	0	0	0	0	-/-	Gan Smash Death Bringer Ola Repth	
Flame Blade	18	-/2600	19/0	17/0	0/0	0	-20	20	0	0	0	-/-	Vak Smash Vak Drive	
Shikisokuzeiku	18	-/2600	20/-10	10/-10	0/0	0	0	0	0	0	0	-/-	Rairaku	Life Drain
														Skill Drain
Vanity	18	-/2600	20/-10	10/-10	0/0	0	0	0	0	0	0	-/-	Thunder Burn	Drain Life Critical Hit
Sakabatou	19*	-/2700	12/10	30/30	0/0	0	0	0	0	0	0	-/-	Death Bringer Gan Drive	Skill Drain
Dryad's Sword	19	-/2700	19/0	18/0	0/0	-20	0	0	20	0	0	-/-	Juk Smash Juk Drive	
New Divine Sword	23	-/3150	21/5	13/15	0/0	0	-15	15	0	0	0	-/-	Flame Dance Vak Don	Skill Drain
Mimiru's Sword	27	-/3800	19/0	9/0	0/0	0	0	0	0	0	0	-/-	Calamity	Critical Hit
Spark Sword	30	-/4100	24/0	18/0	0/0	0	0	0	0	20	-20	-/-	Light Smash Light Drive Ap Raio	Life Drain Critical Hit
Blade	31	-/4300	25/2	12/2	0/0	0	0	0	0	0	0	-/-	Gan Don Death Bringer Ap Corv	Skill Drain
Laevateinn	32	-/4350	26/0	8/0	-10/0	0	-20	20	0	0	0	-/-	Ani Slash Ap Corv	Critical Hit

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Name	U	v B/S	P/M Atk	P/M Acc	P/M Evd	Earth	Wate	r Fire	Wood	Thunder	Darkness	M/R Ros	Chille	Notes
Golden Axe	1	-/300	1/0	0/0	0/0	0	0	0	0	0	0	_		Notes
Hatchet	1	-/200	3/0	1/0	0/0	0	0	0	0	0	0	-/-	N/A	
Short Swing	1	-/300	4/0	1/0	0/0	0	0	0	0	0	0		Axel Pain	
Silver Axe	1	-/150	5/0	-99/0	0/0	0	0	0	0	0	0	-/-	Triple Wield	
Battle Axe	2	-/400	5/0	1/0	0/0	5	0	0	-5	0	0	-/-	N/A	
Meteor Axe	2	-/400	7/0	3/0	0/0	0	0	0	0	0	0	-/-	Axel Pain	
Water Axe	3	1000/500	5/0	2/0	0/0	0	5	-5	0	0	0	-/-	Brandish	
Flame Axe	3	-/600	5/0	3/0	0/0	0	0	0	0	0	0	-/-	Triple Wield	
Wind Axe	4	-/700	6/0	2/0	0/0	0	0	0	0	0	0		Brandish, Repth	
Thunder Axe	5	1600/800	6/0	3/0	0/0	0	0	0	0	5	-5	-/-	Triple Wield	Death
Midnight Axe	6	-/900	6/0	4/0	0/0	0	0	0	0	-5	-5	-/-	Rai Break	
Razor Axe	6	-/1000	7/0	3/0	0/0	0	0	0	0	0		-/-	Ani Tornado	
Bronze Axe	8	-/1100	8/0	5/0	0/0	0	0	0	0	0		-/-	Brandish	
Cursed Axe	8	-/1200	9/0	7/0	0/0	0	0	0	0	0		-/-	Rai Tornado	
Earth Axe	9	-/1300	10/0	7/0	0/0	10	0	0		0		-/-	Axel Pain	Skill Drain
Water God	9	-/1400	10/0	8/0	0/0		10	-10					Ani Tornado	
Bloody Axe	10		10/0	9/0	0/0		0	0				-/-	Rue Tornado	
Bandit's Axe	11	-/1600	10/0	10/0	0/0		0	0					Gan Basher	Life Drain
Darkness Axe	12		10/0				0	0					Gan Break	Critical Hit
Charged Axe	13	-/1700	10/0				0	0					Ani Tornado	
Master's Axe	14	-/1900	12/0					1					Rue Tornado	
		, , , , ,	12/0	20/0	0/0	1	'	1	1	1	1		Axel Pain	Critical Hit
Papillion Axe	14	-/2000	13/10	13/10	0/0	0	0	0	0				Rue Tornado	
·		72000	10/10	10/10	0/0	U	U	U	0	0	0		Axel Pain	
Giant Hill	14*	-/2000	16/0	0/0	0/0	0	0	0	0				Triple Wield	
		/2000	10/0	0/0	0/0	U	U	0	0	0	0 -	-/-	Ani Tornado	Life Drain
Devil's Axe	15	-/2100	14/0	15/0	0/0	5		P*					Gan Basher	
	10	72100	17/0	13/0	0/0 ;) ;	5	5	5	5 .	5 -	/-	Axel Pain	Skill Drain
Axe Bomber	15*	-/2100	13/0	20/0	-15/0 () (1						Triple Wield	
	10	72100	13/0	20/0	15/0 () ()	0	0 1	15 -	15 -		Rue Tornado	Critical Hit
Closed Axe	26	-/3350	22/2	10/2	0/0 2	10							Rue Basher	
	20	,0000	/-	10/2	U/U 2	20 (0 .	20 () (/-	N/A	Life Drain
Guardian of	26	-/3400	23/0	8/0 -	10/0 2	20 -	20	0 1) (1 .		,		Skill Drain
the 8 Keys				-, -	.0,0 2		20	0 (, () (-		an Break	Critical Hit
													Rue Tornado	
			_					_	_				an Basher	

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LONG	ARM	CLASS

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LUNG AF		LLAS	ب ,											
Name	Lv	B/S	P/M Atk	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes
Bronze Spear	1	-/200	3/0	1/0	0/0	0	0	0	0	0	0	-/-	Triple Doom	
Iron Spear	1	-/250	4/0	2/0	0/0	0	0	0	0	0	0	-/-	Repulse Cage	
Relief Lance	2	700/350	8/0	3/0	0/0	0	0	0	0	0	0	-/-	Double Sweep	
Water Spear	2	-/450	8/0	4/0	0/0	0	5	-5	0	0	0	-/-	Triple Doom	
Amazon Spear	2	-/450	8/0	2/0	0/0	0	0	0	0	0	0	-/-	Triple Doom	
Fire Spear	3	-/550	8/0	5/0	0/0	0	-5	5	0	0	0	-/-	Repulse Cage	
Wooden Spear	4	1300/650	8/0	6/0	0/0	-5	0	0	5	0	0	-/-	Double Sweep	
Electric Spear	4	-/750	8/0	7/0	0/0	0	0	0	0	5	-5	-/-	Triple Doom	
Glaive	5	-/850	8/0	8/0	0/0	0	0	0	0	0	0	-/-	Repulse Cage	Death
Gold Spear	6	-/950	13/0	9/0	0/0	0	0	0	0	0	0	-/-	Double Sweep	
Nihonmaru	7	-/1050	15/0	10/0	0/0	0	0	0	0	0	0	-/-	Triple Doom	
Spear of Spell	7	-/1150	15/5	11/5	0/0	0	0	0	0	0	0	-/-	Triple Doom	Skill Drain
Bloody Lance	8	-/1250	17/0	12/0	0/0	3	3	3	3	3	3	-/-	Triple Doom	Death
Merman Spear	9	-/1350	17/0	13/0	0/0	0	10	-10	0	0	0	-/-	Rue Repulse	
Lavaman Spear	10	-/1450	17/0	14/0	0/0	0	-10	10	0	0	0	-/-	Vak Repulse	
Treeman Spear	10	-/1550	17/0	15/0	0/0	-10	0	0	10	0	0	-/-	Juk Repulse	
Strormer Spear	11	-/1650	17/0	16/0	0/0	0	0	0	0	10	-10	-/-	Rue Repulse	
Berserk Spear	12	-/1750	19/0	17/0	0/0	0	0	0	0	0	0	-/-	Vak Repulse Double Sweep	Critical Hit No Damage
Sleipnir	12	-/1850	20/5	18/10	0/0	2	2	2	2	2	2	-/-	Juk Repulse	Critical Hit
													Double Sweep	
Fairy Spear	13	-/1950	21/5	19/10	0/0	2	2	2	2	2	2	-/-	Triple Doom Repulse Cage	
Million \$ Spear	14'	-/2000	21/10	19/20	0/0	2	2	2	2	2	2	-/-	Repulse Cage Juk Wipe	Skill Drain
Fiend Spear	14	-/2050	22/0	20/0	0/0	5	5	5	5	5	5	-/-	Repulse Cage Double Sweep	Skill Drain
Scarlet Autumn	14	* -/2100	23/-10	15/-10	0/0	2	2	2	2	2	2	-/-	Juk Repulse Juk Wipe	Critical Hit
Divine Spear Season	ıs 23	-/3350	32/0	32/0	-10/0	0	20	-20	0	0	0	-/-	Rue Repuise Juk Wipe	
Jump Wing	23	-/3300	32/2	22/2	0/0	0	-20	20	0	0	0	-/-	Rue Repulse Juk Wipe	Life Drain Skill Drain

Name		BR CI											
Cypress Wand	L	B/S	P/M Atk	P/M A	Acc P/M Ev	d Eart	h Wa	iter Fi	re Wo	od Thu	nder Da	irkness M/B Res	Skills
Flaming Wand		-/100	0/1	0/1	0/0	0	0	0	0	0	0	-/-	
Iron Rod	1	-/150	0/2	0/1	0/0	0	0	0	0	0	0	-/-	Rue Rom
Nautilus Wand	1	400/200	0/2	0/2	0/0	0	0	0	0	0	0	-/-	Rue Rom
Earth Wand	- 1	-/250	0/4	0/2	0/0	0	0	0	0	0	0	-/-	Gan Rom Gan Don
Water Wand	2	-/300	0/4	0/3	0/0	5	0	0	-5	0	0	-/-	Gan Don
Fire Wand	3	-/400	0/4	0/4	0/0	0	5	-5	0	0	0	-/-	Rue Rom
Air Wand		~/500 /COO	0/4	0/5	0/0	0	-5	5	0	0	0	-/-	Vak Don
Electric Wand	4	-/600	0/4	0/6	0/0	-5	0	0	5	0	0	-/-	Juk Rom
Ebony Wand	5	1400/700	0/4	0/7	0/0	0	0	0	0	5	-5	-/-	Rai Don
Staff of Wisdom		-/800	0/4	0/8	0/0	0	0	0	0	-5	5	-/-	Ani Don
Basho Wand	6	-/900	1/5	0/9	0/0	0	0	0	0	0	0	-/-	Vak Kruz, Vak Don
Diabolic Wand	6 7	-/1000	1/7	0/10	0/5	0	0	0	0	0	0	-/-	
Earth Rod	8	-/1100	0/2	0/2	0/0	0	0	0	0	0	0	-/-	Gan Don, Vak Kruz Wryneck, Miu Lei
Rod of the Sea	8	-/1200	1/8	0/12	0/0	10	0	0	-10	0	0	-/-	Gan Don, MeGan Rom
riod of the dea	0	-/1300	1/8	0/13	0/0	0	10	-10	0	0	0	-/-	Rue Rom
Inferno Wand	9	-/1400	1/8	0/4.4	0.40						_	,	GiRue Kruz
Cedar Wand		-/1500		0/14	0/0	0	-10	10	0	0	0	-/-	Vak Don, GiVak Rom
Wand of Storms				0/15 0/16	0/0	-10	0	0	10	0	0		Juk Rom, MeJuk Kruz
Adian's Rod				0/16	0/0	0	0	0	0	10	-10		Rai Don, GiRue Rom
Almighty Wand				0/17	0/0	0	0	0	0	-10	10		Ani Don, MeAni Kruz
Groovy Stick				0/9	0/0	0	0	0	0	0	0		Gan Rom, Ol Repth
Starstorm Wand				0/19	0/0	0	0	0	0	0	0		Rue Zot, RaJuk Zot
Dark History				0/25	0/0	3	3	3	3	3	3		Yarthkins, OrVak Kruz
Jester's Wand				0/10	0/0	3	3	3	3	3	3		Rue Rom, MeRue Zot
Great Elite				0/10	-15/0		3	3	3	3	3		Rai Don, GiRai Rom
Treasure Wand				10/15			0	0	0	20	-20		GiRai Rom
		,	0/14	10/10	-10/0	0	0	0	0	0	0		arthkins,

ARMOR

HEAVY ARMOR

Not all armor can be worn by all class types. Armor noted as "Type A" means that the piece of equipment can't be used by a Wavemaster. Armor designated as "Type B" can't be worn by a Twin Blade, Long Arm, or Wavemaster.

HEAD											The second			
Name	Lv	B/S	P/M Atk	P/M Acc	P/M Evd	Farth	Water	Fire	Wood	Thursday				
Bandana	1	-/200	0/2	0/0	0/6	1	water	1116	WUUU	Inunaer	Darkness	M/B Res	Skills	Notes
Nomad's Hood	2	-/250	1/1	0/0	1/1	1	1	-	1	1	1	4/0	Repth	
Head Gear	3	-/300	2/0	0/0	6/0	1	1	1	1	1	1	0/0	Repth	Type A
Time Headband	4*	-/350	0/0	0/0	25/0	0	0	1	1	1	1	0/4	Ap Ganz	Type B
Steel Cap	6	800/400	0/3	0/0	0/7	1	1	0	0	0	0	0/0	Ap Do	
Goblin Cap	6*	-/400	1/0	0/0	0/0	0	0	1	1	1	1	5/0	Repth	
Guard Cap	7	900/450		0/0	2/2	1	1	0	0	0	0	0/20	Maj Lei	Туре А
Ceramic Helm	7*	-/450		0/0	3/5	1	1	1	1	1	1		Repth	Type A
Face Guard	8	1000/500		0/0	7/0	1	1	4	1	1	1		N/A	Type B
Goblin Cap A	8	-/500	2/0	0/0		0	0	0	0	1		0/5	Ap Ruem	Type B
Cougar Bandana	11	-/600			0/8	1	1	1	<u> </u>	0			Maj Lei	Туре А
Hunter's Hood	12	-/650	2/2			4	1	1	1	1			La Repth	
Mountain Helm	13	-/700	3/0			1	1	1	1	1			Repth	Type A
Racoon Earcap	16	-/800	0/3			2 4	4	0	2	1			Ap Ganz	Type B
Ice Hunter Hat	17	-/850	2/2							2 2			a Repth	
Ice Helm	18	-/900								2 2			Repth	Type A
							1	0 4	- 4	2 2	()/7 /	Ap Ruem	Туре В

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Name	Lv	B/S	P/M Atk	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes
Warped Glasses	18	-/900	0/5	0/15	0/3	2	2	2	2	2	2	-/-	Duk Lei, Dek Torma	
Newt Necklace	21	-/1000	0/3	0/0	0/10	2	0	4	2	2	2	8/0	La Repth	
Fire Dance Hat	22	-/1050	2/2	0/0	5/5	2	0	4	2	2	2	3/3	Repth	Type A
Fire Helm	23	-/1100	3/0	0/0	10/0	2	0	4	2	2	2	0/8	Ap Vakz	Type B
Scarab Earring	26	-/-	0/3	0/0	0/11	0	2	2	4	2	2	9/0	La Repth, Rip Maen	
Peasant's Hat	27	-/1250	2/2	0/0	6/6	0	2	2	4	2	2	4/4	Repth, Rip Teyn	Type A
Forester Helm	28	-/1300	3/0	0/0	11/0	0	2	2	4	2	2	0/9	Ap Juka, Ap Vorma	Туре В
Thunder Torque	31	-/1400	0/3	0/0	0/12	2	2	2	2	4	0	10/0	La Repth, Rip Maen	
Lightning Cap	32	-/1450	2/2	0/0	7/7	2	2	2	2	4	0	5/5	Repth, Rip Synk	Type A
Stormlord Helm	33	-/1500	3/0	0/0	12/0	2	2	2	2	4	0	0/10	Ap Torv, Ap Raio	Type B

BODY														
Name	Lv	B/S	P/M Atk	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes
Leather Coat	1	-/200	0/2	0/0	0/6	1	1	1	1	1	1	4/0	Gan Zot	
Leather Armor	2	-/250	1/1	0/0	1/1	1	1	1	1	1	1	0/0	Vak Kruz	Type A
Brigandine	3	-/300	2/0	0/0	6/0	1	1	1	1	1	1	0/4	N/A	Type B
Time Sash	4*	-/350	0/0	0/0	0/25	0	0	0	0	0	0	0/0	Ap Do	
Noble Cloak	6	-/400	0/3	0/0	0/7	1	1	1	1	1	1	5/0	Rue Zot	
Goblin Mail	6*	-/400	1/0	0/0	0/0	0	0	0	0	0	0	0/20	Dek Do	Type A
Ring Mail	7	-/450	1/1	0/0	2/2	1	1	1	1	1	1	0/0	Juk Kruz	Type A
Kagayuzen	8*	-/500	0/8	0/10	0/8	0	0	0	0	0	0	8/0	Miu Lei	Magical Attack +10
Plate Armor	8	-/500	3/0	0/0	7/0	1	1	1	1	1	1	0/5	N/A	Type B
Goblin Mail A	8	-/500	0/0	2/0	0/0	0	0	0	0	0	0	-/40	Dek Do	Type A
Kaga Moneybag	8	-/500	0/8	0/10	0/8	0	8	0	0	0	0	8/0	Miu Lei	
Hiking Gear	11	1200/600	0/3	0/0	0/8	1	1	1	1	1	1	6/0	Gan Zot	
Wyrm Hide	12	1300/650	2/2	0/0	3/3	4	2	2	0	2	2	1/1	Gan Don	Type A
Grand Armor	13	1400/700	3/0	0/0	8/0	4	2	2	0	2	2	0/6	Ap Ganz	Type B
Winter Coat	16	-/800	0/3	0/0	0/9	2	4	0	2	2	2	7/0	Rue Zot	
Wyrm Scale	17	-/850	2/2	0/0	4/4	2	4	0	2	2	2	2/2	Rue Kruz	Type A
Frost Armor	18	-/900	3/0	0/0	9/0	2	4	0	2	2	2	0/7	Ap Ruem	Type B
Fireman's Coat	21	-/1000	0/3	0/0	0/10	2	0	4	2	2	2	8/0	Vak Kruz	
Firedrake Mail	22	-/1050	2/2	0/0	5/5	2	0	4	2	2	2	3/3	Vak Kruz	Type A
Blaze Armor	23	-/1100	4/1	0/0	10/1	2	0	4	2	2	2	0/8	Ap Vakz	Type B
Lincoln Green	26	-/1200	0/3	0/0	0/11	0	2	2	4	2	2	9/0	Juk Zot	
Holy Tree Mail	27	-/1250	2/2	0/0	6/6	0	2	2	4	2	2	4/4	Juk Kruz	Type A
Spirit Armor	28	-/1300	3/0	0/0	11/0	0	2	2	4	2	2	0/9	Ap Juka	Type B
Thunder Cloak	31	-/1400	0/3	0/0	0/12	2	2	2	2	4	0	10/0	Rai Kruz	
Quakebeast Fur	32	-/1450	2/2	0/0	7/7	2	2	2	2	4	0	5/5	Rai Kruz	Type A
Thunder Armor	33	-/1500	3/0	0/0	12/0	2	2	2	2	4	0	0/10	Ap Raio	Type B

HANDE								i december i	and the second second	eneric and action when	to established to the contract		in the section was a section with the section was a section with the section will be	makendin and makendari same
Name	Lv	B/S	P/M Alk	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/R Ros	Skille	Notes
Wrist Band	1	-/200	0/2	0/0	0/6	1	1	1	1	1	duminoss			Notes
Leather Gloves	2	-/250	1/1	0/0	1/1	1	1	1	1	1	1	4/0	Juk Rom	
Rusted Hands	3	-/300	2/0	0/0	6/0	1	1	1	1	1	1	0/0	N/A	Type A
Time Bracer	4*	-/350	0/0	0/0	25/0	0	0	0	0	0	0	0/4	N/A	Type B
Silver Bracer	6	800/400	0/3	0/0	0/7	1	1	1	1	1	1	0/0	Ap Do	
Goblin Gloves	6*	-/400	1/0	0/0	0/0	0	0	0	0	0	0	5/0	Rai Rom	
Silver Gloves	7	900/450	1/1	0/0	2/2	1	1	1	1	1	1	0/20	Maj Lei	Type A
Silver Hands	8	1000/500	3/0	0/0	7/0	1	1	1	1	1	1	0/0	N/A	Type A
Fossil Bracer	11	-/600	0/3	0/0	0/8	4	2	2	0	2	2	0/5	N/A	Type B
Miner's Gloves	12	-/650	2/2	0/0	3/3	4	1	1	1	1	1	6/0	Gan Rom	
Hands of Earth	13	-/700	3/0	0/0	8/0	4	2	2	0	2	2	1/1	Gan Don	Туре А
Frost Bracer	16	-/800	0/3	0/0	0/9	2	4	0	2	2	2	0/6	Dek Ganz	Type B
Fishing Gloves	17	-/850	2/2	0/0	4/4	2	4	0	2	2	2	7/0	Rue Rom	
Goblin Glove A	17	0/850	7/0	0/1	10/0		0	0	0	0	0	2/2	Rue Kruz	Type A
Hands of Water	18	-/900	3/0	0/0	9/0		4	0		2	2	0/40	Duk Lei	Type A
Time Wristband	18	-/900	9/2				0	0		0	2	0/7	Dek Ruem	Type B
Fire Bracer	21	-/1000	0/3		, -		0	4		2	2	0/0	Ap Do	
Smith's Gloves	22	-/1050	2/2				0	4		2		8/0	Vak Rom	
Hands of Fire	23	-/1100					0	4		2			Vak Don	Type A
Air Bracer								2		2			Dek Vakz	Type B
Hands of Wood	28									2			Dek Juka	Type A
Storm Bracer	31												Dek Juka	Type B
Thunder Gloves	32												Rue Rom	
Hands of Storm	33				.,,								Dek Raio	Type A
					I L I U				4	4	0	0/10	Dek Raio	Type B

LEGS/FE	ET													and the state of t
Name	Lv	B/S	P/M Atk	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes
Sandals	1	-/200	0/2	0/0	0/6	1	1	1	1	1	1	4/0	N/A	Hotes
Safety Shoes	2	-/250	1/1	0/0	1/1	1	1	1	1	1	1	0/0	N/A	Tuno A
Used Greaves	3	-/300	2/0	0/0	6/0	1	1	1	1	1	1	0/4	N/A	Type A
Time Sandals	4*	-/350	0/0	0/0	0/25	0	0	0	0	0	0	0/0	Ap Do	Type B
Leg Mail	6	-/400	0/3	0/0	0/7	1	1	1	1	1	1	5/0	N/A	
Jungle Boots	7	-/450	1/1	0/0	2/2	1	1	1	1	1	1	0/0	N/A	Tues A
Leather Legs	8	-/500	3/0	0/0	7/0	1	1	1	1	1	1	0/5	N/A	Type A
Goblin Boots	9*	-/150	3/4	0/2	0/9	0	0	0	0	0	0	0/20	Dek Juka	Type B
Ceramic Anklet	11	1200/600	0/3	0/0	0/8	4		2	0	2	2	6/0	Dek Ganz	Type A
Goblin Boots A	11	-/600	4/4	1/0	7/7	0		0	0	0	0	4/0	Dek Juka	Tuna A
Mountain Boots	12	1300/650	2/2	0/0	3/3	4		1	1	1	1	1/1		Type A
Mountain Guard	13	1400/700	3/0	0/0	8/0	4		2	0	2	2	0/6	Ap Corv Repth	Type A
Frost Anklet	16	-/800	0/3	0/0	0/9	2		0		2	2	7/0		Type B
Snow Panther	17	-/850	2/2	0/0	4/4	2				2	2	2/2	Dek Ruem	Torra A
Aqua Guard	18	-/900	3/0	0/0	9/0	2				2		0/7	Ap Vorv	Type A
Time Sandals	19	-/950	4/6	0/3	0/11							-/-	Rip Teyn	Type B
Iron Anklet	21	-/1000	0/3	0/0	0/10	2				2		8/0	Ap Do	
Fire Lizard	22	-/1050	2/2	0/0								3/3	Dek Vakz	T A
Flare Guard	23	-/1100	4/1	0/0	10/1								Ap Torv	Type A
Oak Anklet	26	-/1200	0/3	0/0									Rip Synk	Type B
Ranger's Boots	27	-/1250	2/2	0/0									Dek Juka	Toron A
Lucky Shoes	27	-/1250	4/5										Ap Corma	Type A
								· ·			U		Rig Saem Rig Gaem	Type A
Green Guards			3/0	0/0	11/0	0 2	2 2	2 4	1	2	2		Rig Saem	Type B
Thunder Anklet	31	-/1400	0/3	0/0	0/12	2 2							Dek Raio	Type D
Thunder Boots	32	-/1450	2/2 (0/0	7/7	2 2	2 2						Ap Vorma	Tuno A
Electric Guard	33	-/1500	5/2 (0/0	11/1 2		2 2						Repth	Type A Type B

TRADE LIST

One of the best ways to get powerful equipment early in the game is to trade with the PCs in the Root Towns. To begin trading, speak to a wandering character, then select the "Trade" option.



You'll then see a list of items the character is willing to trade. Scroll along the list and choose the item that you'd like to trade for. You can only trade for one character's item at a time. After selecting the item, scroll along Kite's tradable items. You can select up to three different items from this list and up to 99 copies of each item.

As Kite offers items in trade, the four stars at the top-center of the screen begin to fill. The happier the other character is with the offered deal, the more stars that are filled in. When all four stars are yellow, you can confirm and complete the trade.



CLASS IS THE

Pay attention to your trading partner's characters tend to the items that are usable by or geared toward their class, occasionally even items of a higher level. For example, when trading with a Wavemaster you might get more trading value out of a Wavemaster's wand of level 12 than a Heavy Blade weapon of level 15. Use this to your advantage whenever messible.

NEVER ENDING SUPPLIES

Items man a with an * (asterisk) are automatically replenished and can / traded for numerous time throughout the game.

KITE'S FRIENDS

When with his friends, Kite can speak to them and trade with them too. This can be handy in the middle of a dungeon if the particular character has an item for trade that you need.

Just remember that while trading with your friends can net you some useful items, giving your party members gifts with no strings attached can improve their relationship with Kite. Giving them items such as Antidotes or Resurrections can even benefit in a fight.

NAME	TRADE ITEMS
BlackRose	Speed Charm*, Fortune Wire (x10)*, Shirogane, Bat Earrings
Eik	Speed Charm*, Pain Giver, Quakebeast Fur, Spirit Armor
Gardenia	Speed Charm*, Health Charm, Yosetu & Fuyou, Flaming Rod
Marlo	Speed Charm*, Silver Rod, Brook Axe, Bat Earrings
Mia	Sneed Charm*. The Lovers
Mistral	Speed Charm*, Fairy's Orb (x5)*, Full Swing, Midnight Helm, Bone Armor, Gloves of Dark
Moonstone	Speed Charm*, Ninja Anklet, Ninja Socks, Benkei's Guard
Nuke Usagimaru	Speed Charm*, Patriot, Blessed Blade, Handyman's Axe
Piros	Speed Charm*, Grunt Doll, Yellow Candy, Groovy Stick
Rachel	Speed Charm*, Enou, Shidan, Gold Spear, Cougar Bandana,
11001101	Noble Cloak, Silver Bracer, Snow Panther
Sanjuro	Speed Charm*, River Spear, Bubble Rod, Ice Strike
Wiseman	Speed Charm*, Homura, Flame Spear, Golden Turban, Samurai Helm,
	Bandit Mail, Kris Armor

GRUNTIES

You can also trade with an adult Grunty. After raising one to adulthood, look for it in a specific location in the Root Town where it was raised. Check the "Raising a Grunty" chapter for more information on the care of Grunties and their locations.

NAME	TRADE ITEMS
Bony Grunty	David Holm Armor of Hell Ocid Div.
bony dranty	Devil Helm, Armor of Hell, Geist Ring, The Hanged Man*, Aromatic Grass, Golden Grunty, War Headband, Bandit Mail, Vitality Axe, Golden Recklage, Grobe Spear, Flame Sword, Bolt Rod, Tourill Milespeki, Gribe Spear, Flame Sword, Gribe Spear, Gribe
Iron Grunty	Necklace, Grobe Spear, Flame Sword, Bolt Rod, Tsumiji, Mikazuchi, Spiked Guard, Greave Sticker, Stonecrusher
Noble Grunty ⊕	Midnight Helm, Stormlord Helm, Forester Helm, Light Giver, Aromatic Grass, Ivory Greaves, Brook Axe
Noble Grunty A	Rainbow Card*, Yellow Candy*, Silver Scarab*, Nomad's Hood, Leather Armor, Leather Gloves, Flame Sword, Slayers
Nobic artifly 11	Rainbow Card*, Yellow Candy*, Silver Scarab*, Nomad's Hood, Leather Armor, Leather Gloves, Ivory Greaves, War Headband,
Doines Ownt	Frotest Aring, dold Necklade, Flairing Rod, Masamune Armor, Islimilii Knight Glaive Deluye Boots, Spiked Cuard
Poison Grunty	The rempest, Stonebane", Spiral Wand, Patriot, Handyman's Ave. Flame Sword, Life Sword
Snakey Grunty	Summon Earth*, Summon Water*, Summon Fire*, Summon Wood*, Summon Thunder*, Summon Night*, Silver Grunty, Sinner's Axe,
	Darkness, Overloaded, Greave Sticker, Deluxe Boots, New Scythe

PLAYER CHARACTERS

These are the characters who wander each Root Town. Different characters populate a Root Town each time you leave the area and return. The characters can also move freely between servers. Here's what they have to offer:

NAME	CLASS	TRADE ITEMS
Acerola	Lana A	
	Long Arm	Resurrect*, The Death*, Slayers, Full Swing, Kris Armor, Deluxe Boots, Gold Necklace, Spiked Guard, Bouncer Glov Bandit Mail, Blitz Spear
A-Kichi	Wavemaster	Beast Blood*, Plasma Gale*, Yosetu & Fuyou, Pain Giver, Demon Cloak, Golden Turban, Life Sword, Siegfried, War Headband, Side Blade (x6)
Alpha Ichigoro	Long Arm	Green Gale, Health Charm, Fire & Sky, Silver Rod, Spiked Guard, Bouncer Gloves, Brook Axe, Deluxe Boots
Alue	Wavemaster	Inferno Strike, Nightbane, Lake & Sea, Spiral Wand, Benkei's Guard, Bouncer Gloves, Spiked Guard, Flame Sword, Priest's Stole, Revelation, Gold Necklace
Bell	Twin Blade	Fireball Storm, Treebane, Siegfried, Flaming Rod, Deluxe Boots, Spiked Guard, Thunder Boots, Kurogane, Golden Helm, Greave Sticker
Benkei	Heavy Axeman	Warrior Blood, Plasma Storm, Hell's Gate, Blessed Blade, Stormlord Helm, Thunder Boots, Kikujyumonji, Golden Hell Vitality Axe, Ivory Greaves, Golden Mean
BIG		Ice Floe, Knight's Bane, Hell's Gate, TranquLance, Hands of Ebony, Lightning Cap, Life Sword, Tsumuji
Borscht		Warrior Blood, The Hanged Man, Hell's Gate, Drought Axe, Jet Bracer, Quakebeast Fur, Blood Suit, Blessed Blade
Cima	Long Arm	Cygnus, Hermit's Bane, Shirogane, Flame Spear, Hands of Ronin, Golden Turban, Bandit Mail, Hands of Ebony
Cleama	Long Arm	Wizard Blood*, Nightblight*, Slayers, Horse-Killer, Saint Cross, Golden Turban, Flame Sword, Earthian Sword, Band Mail, Sinner's Axe, Revelation
Cossack Leader	Wavemaster	Hellstorm, Lightbane, Heaven & Earth, Starstorm Wand, Benkei's Guard, Thunder Gloves, Flame Spear, Flaming Robert Green Rod
Crest	Heavy Axeman	Permafrost, Wizard's Bane, Yosetu & Fuyou, Spiral Wand, Ninja Anklet, Linen Cuirass, Flame Sword, Masamune Armor, Lake & Sea
Grid	Long Arm	Health Drink, Dark Night, Hell's Gate, Muddy Rod, Quakebeast Fur, Bat Earrings, Bouncer Gloves, Golden Turban
Gyokuro	Wavemaster	Antidote, Nightfear, Kurogane, Devil's Axe, Ebony Armor, Thunder Boots, Kikujyumonji, Earthian Sword, Priest's Sto
Hayate	Twin Blade	Knight Blood, Ion Strike, Dante's Blades, Soul Linker, Midnight Helm, Demon Cloak, Deluxe Boots, Kikujyumonji, W. Headband, Heaven & Earth
Heavy	Wavemaster	Divine Cross, Lightning Bolt, Slayers, Horse-Killer, Golden Turban, Kris Armor, Storm Bracer, Blood Suit, Life Sword Mukuro
Henako	_	Wizard Blood, Warrior's Bane, Slayers, Steel Spear, Bouncer Gloves, Greave Sticker, Dark Green Rod
Hinata	Blademaster	Hermit Blood, Thunderbolt, Kurogane, Light Giver, Demon Cloak, Lightning Cap, Deluxe Boots, TranquiLance
Hirami	Heavy Blade	Beast Blood, The Devil, Yosetu & Fuyou, Copper Lance, Bouncer Gloves, Ninja Anklet

NAME	CLASS	TRADE ITEMS
Koji	_	Absolute Zero, Beast's Bane, Kurogane, Starstorm Wand, Thunder Anklet, Quakebeast Fur, War Headband
M-78	_	Knight Blood, The Lovers, Dante's Blades, Brook Axe, Jet Bracer, Linen Cuirass, Kikujyumonji, Hands of Ebony
Macky	Wavemaster	Soul Charm*, Artisan's Soul*, Dante's Blades, Soul Linker, Bat Earrings, Bouncer Gloves, Flaming Rod, Blood Suit, Demon Killer
Mayunosuke	Heavy Blade	Fire Tempest, Stonebane, Slayers, Silver Rod, Greave Sticker, Linen Cuirass, Thunder Boots, Golden Turban, Mikazuchi
Mutsuki	_	Meteor Swarm, Waterbane, Seal Sword, Muddy Rod, Thunder Boots, Benkei's Guard, Thunder Anklet, Able Ring, Blood Suit
Neja	Twin Blade	Hale Cross*, Forest of Fear*, Yosetu & Foyou, Pain Giver, Golden Turban, Ebony Armor, Sinner's Axe
Nekoski	Heavy Axeman	Healing Elixir, Chaos Spell, Shirogane, Flaming Rod, Linen Cuirass, Gold Necklace, Quakebeast Fur, Golden Helm, Blitz Spear
Nijukata	_	Hermit Blood, The Fool, Kurogane, Fiend Spear, Thunder Gloves, Ninja Anklet, Bandit Mail
NOVA	Heavy Blade	Speed Charm, Emperor's Soul, Shirogane, Stonecrusher, Gold Necklace, Bouncer Gloves, Dryad's Sword, Golden Turban
Oborozukiyo	Twin Blade	Flame Blast, Firebane, Patriot, Bubble Rod, Deluxe Boots, Benkei's Guard, Earthian Sword, Ivory Greaves
Osugi	_	Restorative, Nightshade, Yosetu & Fuyou, Handyman's Axe, Ebony Armor, Deluxe Boots, Dark Green Rod, Golden Turban, Gold Necklace, Life Sword, Priest's Stole
Quess	Wavemaster	Healing Potion, Dark Traitor, Dante's Blades, Bubble Rod, Linen Cuirass, Bat Earrings, Blood Suit, Kurogane
Sachiko	Wavemaster	Light Cross, Noble Wine, Kurogane, Light Giver, Lightning Cap, Ebony Armor, Green Guard, Bouncer Gloves, Blitz Spear
Task	Long Arm	Hunter Blood*, Raging Plasma*, Shirogane, Stonecrusher, Golden Helm, Deluxe Boots, Flame Sword, War Headband, Masamune Armor, Greave Sticker, Knight Glaive
Wing	_	Health Charm, Mage's Soul, Hell's Gate, Blessed Blade, Bat Earrings, Thunder Gloves, Thunder Anklet, Deluxe Boots, Ivory Greaves
Yuckey	Wavemaster	Hunter Blood*, The Moon*, Shirogane, Vitality Axe, Protect Ring, Linen Cuirass, Masamune Armor, Kikujyumonji, Hands of Ebony, Golden Turban, Gold Necklace
Yuji	_	Ice Strike, Hunter's Bane, Dante's Blades, River Spear, Hands of Ebony, Golden Turban, Priest's Stole

Special Trades

A few of the PCs wandering the town can offer three special trades for some of the special element-affinity items found in a dungeon's breakable objects. These items are often some of the best in the game and they don't replenish.

W. mr	Trade Item	Req. Offer	Trade Item	Req. Offer	Trade Item	Req. Olfer
Alicia	Able Ring	Well Water x6	Feng Shui	Well Water x18	War Headband	Well Water x6
Annri	Priest's Stole	Holy Sap x12	Devil Greaves	Holy Sap x12	Super Wufei	Chinese Food
Benoit	Osorezan Socks	Sports Drink x12	Insight Book	Sports Drink x25	Segmentart	Sports Drink x12
Cyan	Power Book	Well Water x25	Imp Earrings	Well Water x12	Geist Ring	Well Water x12
Flare	Fire Magic	Burning Oil x18	Samurai Helm	Burning Oil x6	Able Hands	Burning Oil x6
Fool	Blood Suit	Holy Sap x6	Ivory Greaves	Holy Sap x6	Wood Magic	Holy Sap x18
John	Spiritual Book	Cooked Bile x25	Armor of Hell	Cooked Bile x12	Magic Leg Mail	Cooked Bile x12
Jutah	Cursed Hands	Burning Oil x12	Tolerance Book	Burning Oil x25	Devil Helm	Burning Oil x12
Micino	Overloaded	Golden Axe x10	Grobe Spear	Golden Axe x10	Comet Blade	Golden Axe x10
Panta	Demon's Cap	Pure Water x12	Drain Gloves	Pure Water x12	Key Axe	Ice Bar
Stare	Infantry Cap	Pure Water x6	Able Gloves	Pure Water x6	Water Magic	Pure Water x18
Teria	Bandit Mail	Sports Drink x6	Powered Boots	Sports Drink x6	Thunder Magic	Sports Drink x18
Tim	Steeler	Silver Axe x10	Dark Green Rod	Silver Axe x10	Homura	Silver Axe x10
Waffle	Rare Greaves	Cooked Bile x6	Black Magic	Cooked Bile x18	Masamune Armor	Cooked Bile x6



BOOKS OF RYU

The Books of Ryu are some of the Key Items that Kite acquires one by one as he uses Data Drain against his foes. If you've played .hack//INFECTION and loaded your previous game's data, you already have them. If you're new to the game, you still need to unlock them through your travels but as long as you use Data Drain fairly often, this won't be a problem.

To use the Books of Ryu, select Key Items from the character menu. The Books of Ryu are on the tab marked Books of 1000. Select one of the Books to open it and see game statistics in its subject. Better yet, you unlock new images, sounds, and movies for your Desktop as you meet certain goals within each book. Each book has a limit to the number of items that it unlocks in this second installment, but feel free to continue increasing the various stats for use in the next game in the series, which will have higher limits.

The tables below list the various points at which each book unlocks a prize. The entries marked in **bold** are new to .hack//MUTATION, while you may have already received the other prizes in .hack//INFECTION. The prizes that you receive alternate between desktop images, background music, and movies (which you can view after completing the game) until you reach Image 25, BGM 25, and Movie 42.

HEAD START

If you did plan hack//INFECTION, and imported your saved game, check your Books of Ryu as soon as you start. Depending on the amount of extra exploration you did in the previous game, you may, end up receiving most of this game's rewards before even entering the first area!

RYU BOOK

Chronicles the total number of areas and total play time.

PLAY TIME

Over 5:00:00 Total Play Time
Over 10:00:00 Total Play Time
Over 15:00:00 Total Play Time
Over 20:00:00 Total Play Time
Over 25:00:00 Total Play Time
Over 30:00:00 Total Play Time

AREAS VISITED

Over 10 Areas Visited
Over 20 Areas Visited
Over 30 Areas Visited
Over 40 Areas Visited
Over 50 Areas Visited
Over 60 Areas Visited
Over 70 Areas Visited
Over 80 Areas Visited
Over 90 Areas Visited
Over 100 Areas Visited



RYU BOOK II

Chronicles the total number of magic portals in the field and dungeons.

MAGIC PORTALS OPENED

Over 50 Magic Portals Opened
Over 100 Magic Portals Opened
Over 150 Magic Portals Opened
Over 200 Magic Portals Opened
Over 300 Magic Portals Opened
Over 400 Magic Portals Opened
Over 450 Magic Portals Opened
Over 500 Magic Portals Opened
Over 550 Magic Portals Opened
Over 600 Magic Portals Opened
Over 700 Magic Portals Opened

DUNGEONS CLEARED OF MADIC PORTALS

Over 10 Dungeons Cleared of All Magic Portals
Over 15 Dungeons Cleared of All Magic Portals
Over 25 Dungeons Cleared of All Magic Portals
Over 35 Dungeons Cleared of All Magic Portals

PIELDS CLEARED OF MADIC PORTALS

Over 5 Fields Cleared of All Magic Portals
Over 10 Fields Cleared of All Magic Portals
Over 15 Fields Cleared of All Magic Portals
Over 20 Fields Cleared of All Magic Portals



CLEARING THE FIELDS

Using the Overall Map in each field (press the Select button to toggle between map views) along with a fairly's Orb makes it easy to locate each Field Portal. While opening them all takes patience, use Gru Vies to reach far away with the

RYU BOOK III

Over 800 Magic Portals Opened

Chronicles the names of players Kite has met.

PLAYER NAMES

Over 20 Names Registered
Over 30 Names Registered

TRADES

Over 10 Trades
Over 15 Trades
Over 20 Trades

Over 25 Trades

Over 5 Trades



RYU BOOK IV

Chronicles the names of monsters Kite has fought.



RYU BOOK V

Chronicles about Kite's friends.



MONSTERS ENCOUNTERED

Over 40 Monsters on the List
Over 80 Monsters on the List
Over 120 Monsters on the List

Over 160 Monsters on the List

DIFT AMOUNT

Over 20,000 GP in Gifts
Over 50,000 GP in Gifts
Over 80,000 GP in Gifts
Over 120,000 GP in Gifts

RYU BOOK VI

Chronicles about Gott Statues, treasures, boxes, casks, jars, and bones.

TREASURE BOXES

Over 50 Treasure Boxes Opened

Over 150 Treasure Boxes Opened

Over 300 Treasure Boxes Opened

Over 400 Treasure Boxes Opened

Over 500 Treasure Boxes Opened Over 600 Treasure Boxes Opened

Over 700 Treasure Boxes Opened

BOXES, CASKS, JARS, AND BONES

Over 50 Boxes, Casks, Jars, and Bones Destroyed

Over 100 Boxes, Casks, Jars, and Bones Destroyed

Over 200 Boxes, Casks, Jars, and Bones Destroyed

Over 300 Boxes, Casks, Jars, and Bones Destroyed

Over 400 Boxes, Casks, Jars, and Bones Destroyed

Over 500 Boxes, Casks, Jars, and Bones Destroyed

Over 600 Boxes, Casks, Jars, and Bones Destroyed



GOTT STATUE TREASURES

Over 5 Gott Statue Treasures Opened

Over 15 Gott Statue Treasures Opened

Over 25 Gott Statue Treasures Opened

Over 35 Gott Statue Treasures Opened

RYU BOOK VII

Chronicles about Springs of Myst and Symbols.

SYMBOLS ACTIVATED

Over 5 Symbols Activated

Over 10 Symbols Activated

Over 20 Symbols Activated

Over 30 Symbols Activated

Over 40 Symbols Activated

Over 50 Symbols Activated

Over 60 Symbols Activated

Over 70 Symbols Activated

ENCOUNTERS WITH MONSIBLE

Over 5 Encounters with Monsieur

Over 10 Encounters with Monsieur

Over 15 Encounters with Monsieur

Over 20 Encounters with Monsieur

Over 25 Encounters with Monsieur



ENCOUNTERS WITH BRANDRA

Over 5 Encounters with Grandpa

Over 10 Encounters with Grandpa

Over 15 Encounters with Grandpa

Over 20 Encounters with Grandpa

Over 25 Encounters with Grandpa

RYU BOOK VIII

Chronicles about Grunties and Food for Grunties.

GRUNTY LIST

No Items Awarded

GRUNTY FOOD

All Grunty Food Varieties Obtained

Over 50 Grunty Food Obtained

Over 70 Grunty Food Obtained

Over 90 Grunty Food Obtained

Over 110 Grunty Food Obtained



WHERE'S GRANDEA?

Most of your encounters with a Spring of Myst spirit in the main section of the game involve Monsieur, while Grandpa may anly be encountered a few times. To round out your encounters list with Grandpa after the game, enter different "New Feyword" combinations at the A Server's Chaos Gate using one of the later Part 1 words from the list and use Aqua Field as Part 3, user you get an area of level 40 or higher. A qua Field almost always quarantees that you can find a Spring of My while condpartends to appear and anotherlevel areas of each server Y can also try to find him at some of the agher level areas in other servers using Aqua Field as the third word segme

Just the many our you need to use a new Keyword for each encounter, as once you speak to the spirit in a particular Spring, the water dries up for good and the spirit disappears.



This chapter provides a detailed listing of every monster in the game along with its vital information, the skills it uses, and the items that can be obtained by Data Draining it. The main portion of this section deals with the monsters fought in the field and dungeons; it's also important to note that the enemies are listed *by level* for easier reference. To prevent confusion, Drained Monsters and Goblins appear separately.

Species	Family of monster to which the creature belongs.
Level	Monster's level.
Size	The size of the enemy dictates which Virus Cores can be obtained by Data Draining
	it. Small (S) creatures yield Virus Core A, medium (M) creatures yield Virus Core
	B, and large (L) creatures can yield a Virus Core C.
Data Drain Monster	Name of Drained Monster that appears after Data Drain is performed.
HP/SP/PP	The monster's Hit Points (HP), Skill Points (SP), and Protect Points (PP). The
	monster can be Data Drained when reduced to an HP equaling the PP.
Resistance	Level of resistance to attacks against the mind (Curse, Sleep, Confuse, Charm, and
	Magical Ability Down) and the body (Poison, Paralysis, Speed Down, Physical
	Ability Down, and Attribute Down).
Physical/Magical	The enemy's Attack (Atk), Defense (Def), Accuracy (Acc), and Evade (Evd) ratings.
Element	The enemy's ratings for Earth, Water, Fire, Wood, Thunder, and Darkness.
Skills	The Skills used by the monster.
Data Drain Items	Items received by Data Draining the creature.

DON'T FORGET...

As noted earlier, the enemies are listed by level. This provides a much easier reference tool to find particular enemies of the same level.

Standard Enemies

Go	BL	IN						4	Species: Goblin
LEVEL	1	Size	S =	ATA	DRA	IN MON	STE	Gremlin	
HP/SP/	PP	50/15/1	6		MIN	D/BODY	r RE	SISTANCE	1.3/2.0
PHYSIC	AL/	MAGIC	AL.	ATK	3.	1/0.6			
PHYSIC	AL/	MABIC	AL	DEF	3.	7/1.7		1	
PHYSIC	AL/	MAGIC	AL.	ACC	3.	1/1.8			-
PHYSIC	AL/	MABIC	AL	EVD	0.	4/0.2		164	
EARTH	0.7	WATE	R	0.1	FIRE	Ε	0.1		- Test
WOOD	0.0	THUN	OEF	₹ 0.1	DAF	KNESS	0.1		
SKILLS	N/A							4	
DATA D	RA	N ITE	MS						
Steel Blades, Leather Gloves									
							40		

DISCO KNIFE	Species: Knife
LEVEL 1 SIZE S DATA DRAI	N MONSTER Limp Blade
HP/SP/PP 60/25/26 MINI	D/BODY RESISTANCE 100/1.5
PHYSICAL/MAGICAL ATK 3.1	/0.6
PHYSICAL/MAGICAL DEF 3.7	/1.7
PHYSICAL/MABICAL ACC 3.5	/1.8
PHYSICAL/MAGICAL EVD 0.4	/0.2
EARTH 0.4 WATER 0.4 FIRE	0.4
WOOD 0.4 THUNDER 0.4 DAR	<ness 0.4<="" td=""></ness>
SKILLS Ap Corv	
DATA DRAIN ITEMS	10
Earth Sword, Bronze Spear, Rondo	

MAD GRASS		Species: Plant
LEVEL 1 SIZE S DATA	DRAIN MONSTER	Sunnyflower
HP/SP/PP 60/15/26	MIND/BODY RESIS	TANCE 1.3/2.0
PHYSICAL/MAGICAL ATK	3.1/1.0	
PHYSICAL/MAGICAL DEF	3.7/1.7	
PHYSICAL/MABICAL ACC	3.1/1.8	
PHYSICAL/MAGICAL EVD	0.4/0.2	
EARTH 0.0 WATER 0.4	FIRE 0.4	
WOOD 0.8 THUNDER 0.4	DARKNESS 0.4	
SKILLS Mumyn Lei		
DATA DRAIN ITEMS		-
Wrist Band, Leather Armor		
		1

	sw	OF	RDM	Species: Warrior (M)					
	LEVEL	2	SIZE	3 0.	ATA	D	RAIN MON	STE	Rajin
	HP/SP/	PP (60/25/32			^	VIND/BOD.	Y RE	SISTANCE 1.2/2.4
	PHYSIC	AL/I	MAGICA	AL A	λΤK		3.7/0.7		
	PHYSICAL/MAGICAL DEF						5.4/2.9		
	PHYSIC	AL/I	MAGICA	AL A	ACC		5.0/5.0		
	PHYSIC	AL/I	MAGICA	AL E	EVD.		0.7/0.3		
ď	EARTH	0.8	WATER	2	0.8	F	IRE	0.8	
	WOOD	0.8	THUN	DER	1.5	D	ARKNESS	0.0	
	SKILLS	N/A							
	DATA DRAIN ITEMS								
	Phantom	Blad	es, Head		ALT .				
						-		4	

DE.	ΑE	LY M	ОТ	-				Species:	Bird
LEVEL	2	SIZE M	DATA	D	RAIN MON	STE	≅R Wiggly		
HP/SP/F	-P	130/35/80			MIND/BOD	Y RE	SISTANCE	100/2	
PHYSICA	AL/I	MABICAL	ATK		3.7/2.1				
PHYSICA	46/	MABICAL	DEF		5.4/0.9		A CONTRACTOR OF THE PARTY OF TH		
PHYSICA	44/1	MAGICAL	ACC		5.0/3.6		To A		
PHYSICA	AL/I	MAGICAL	EVO		34/0.7				
EARTH	0.8	WATER	0.8	F	IRE	0.8			
WOOD	0.8	THUNDE	₽ 0.8	D	ARKNESS	0.8			
SKILLS	N/A						1	M	
DATA D	RAI	N ITEMS		W					
Earth Swo	rd, S	Safety Shoe	S						
						4			

SN	IP.	SNAP				Speci	es: Crustacean
LEVEL	3	SIZE M D.	ATA	DRAIN MON	STE	Monkey (Crab
HP/SP/	PP '	170/65/110		MIND/BODY	RE	SISTANCE	21/49
PHYSIC	AL/I	MAGICAL A	TK	4.3/0.8			
PHYSIC	AL/I	MABICAL E	PEF	21/3.5			
PHYSIC	AL/I	MAGICAL A	.00	6.5/3.4			
PHYSIC	AL/I	MAGICAL E	CVD	1.0/0.4			
EARTH	1.2	WATER	1.7	FIRE	0		
WOOD	1.2	THUNDER	1.2	DARKNESS	1.2	2500	
SKILLS	N/A						
DATA D	RAI	N ITEMS					
Head Gea	r, Us	ed Greaves					The state of
					40		the state of the s

MAGIC	AL GOE	LIN	Species: Goblin
LEVEL 3 SI	ZE S DATA	DRAIN MONSTE	Gremlin Gremlin
HP/SP/PP 70/3	35/28	MIND/BODY RE	ESISTANCE 1.9/4.0
PHYSICAL/MA	GICAL ATK	0.8/1.1	
PHYSICAL/MA	GICAL DEF	1.9/19.5	Carry .
PHYSICAL/MA	GICAL ACC	1.9/4.4	
PHYSICAL/MA	GICAL EVD	1.0/1.0	
EARTH 0.3 W	ATER 0.0	FIRE 1.7	
WOOD 0.3 TH	HUNDER 0.3	DARKNESS 0.3	
skills: Duk Le	i, Ap Torma	and a	
DATA DRAIN	TEMS	A	
Steel Blades, Leat	ther Gloves		
		,	

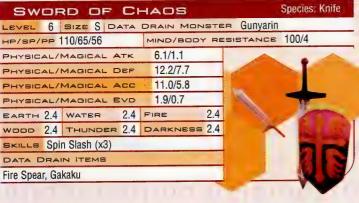
CHICKEN HAN	ID	Species: Bird						
LEVEL 4 SIZE S DATA	DRAIN MONSTER Chicky							
HP/SP/PP 80/45/44	MIND/BODY RESISTANCE	2.2/3.0						
PHYSICAL/MAGICAL ATK	4.9/0.9							
PHYSICAL/MAGICAL DEF	8.8/5.3							
PHYSICAL/MAGICAL ACC	8.0/7.0							
PHYSICAL/MAGICAL EVD	38/0.5	All Sales						
EARTH 0.0 WATER 1.6	FIRE 1.6	- J3						
WOOD 2.2 THUNDER 1.6	DARKNESS 1.6							
SKILLS N/A		*						
DATA DRAIN ITEMS								
Battle Axe, Leather Gloves								

SKY FISH		Species: Fish
LEVEL 4 SIZE S DATA	DRAIN MONSTE	R Fry
HP/SP/PP 90/45/44	MIND/BODY RE	SISTANCE 2.2/5.0
PHYSICAL/MAGICAL ATK	4.9/0.9	
PHYSICAL/MAGICAL DEF	8.8/5.3	
PHYSICAL/MAGICAL ACC	6.4/4.2	
PHYSICAL/MABICAL EVD	1.3/0.5	
EARTH 1.6 WATER 2.2	FIRE 0.0	
WOOD 1.6 THUNDER 1.6	DARKNESS 1.6	
SKILLS Duk Lei		
DATA DRAIN ITEMS		
Mizuchi, Nomad's Hood		
	The state of the s	

HEADHUNTER		Species: Undead
LEVEL 5 SIZE M DATA	DRAIN MONSTER	Fophead
HP/SP/PP 250/80/170	MIND/BODY RES	SISTANCE 2.5/100
PHYSICAL/MAGICAL ATK	5.5/5.0	
PHYSICAL/MAGICAL DEF	10.5/7.0	
PHYSICAL/MAGICAL ACC	7.5/6.0	
PHYSICAL/MAGICAL EVD	1.6/1.6	100 May 100
EARTH 0.5 WATER 0.5	FIRE 0.5	
WOOD 0.5 THUNDER 0.0	DARKNESS 2.7	
SKILLS N/A		
DATA DRAIN ITEMS		
Fire Spear, Ceramic Anklet		
	All I	

CADET VALKY	RIE	Species: Warrior
LEVEL 5 SIZE S DATA	DRAIN MONSTE	:R Jiggle
HP/SP/PP 90/105/50	MIND/BODY RE	SISTANCE 1.5/4.5
PHYSICAL/MAGICAL ATK	5.5/1.0	
PHYSICAL/MAGICAL DEF	20.5/6.5	
PHYSICAL/MAGICAL ACC	9.5/5.0	
PHYSICAL/MAGICAL EVD	1.6/0.6	A CONTRACTOR OF THE PARTY OF TH
EARTH 0.0 WATER 2.0	FIRE 2.0	
WOOD 2.7 THUNDER 2.0	DARKNESS 2.0	
SKILLS N/A		
DATA DRAIN ITEMS		
Gakaku, Plate Armor		
	- P	

HELL DOBERN	MAN	Species: Hound
EVEL 6 SIZE M DATA	DRAIN MONSTER PU	ID .
HP/SP/PP 290/125/200	MIND/BODY RESISTA	ANCE 2.8/22
PHYSICAL/MAGICAL ATK	6.1/3.5	
PHYSICAL/MAGICAL DEF	12.2/7.7	
PHYSICAL/MAGICAL ACC	8.6/2.8	A A
PHYSICAL/MABICAL EVD	1.9/0.7	
EARTH 2.4 WATER 0.0	FIRE 3.2	
VOOD 2.4 THUNDER 2.4	DARKNESS 2.4	A TO SEE THE SECOND
SKILLS Vak Kruz	2	
DATA DRAIN ITEMS	SEP !	
ire Spear, Hunter's Hood		DO THE STATE OF TH



МЦ	SH	KING				Species: Plant
LEVEL	6	SIZE M D.	ATA	DRAIN MON	STE	Sunnyflower
HP/SP/	PP 2	90/125/200		MIND/BODY	RE	SISTANCE 2.8/7.0
PHYSIC	AL/I	MABICAL A	ATK	6.1/3.5		
PHYSIC	AL/I	MAGICAL E	DEF	12.2/7.7		
PHYSIC	AL/I	MAGICAL A	ACC	8.6/5.8		
PHYSIC	AL/I	MAGICAL E	EVD	1.9/0.7		CI ODES
EARTH	0.0	WATER	2.4	FIRE	2.4	NA PARTIES
WOOD	3.8	THUNDER	2.4	DARKNESS	2.4	a some
SKILLS	: Ap	Torv				
DATA D	DRAI	N ITEMS				
Fossil Br	acer,	Wyrm Hide				

EC	то	PLAS	4			S	pecies: Wraith
LEVEL	6	SIZE S D	ATA	DRAIN MON	STE	₽ B00	
HP/SP/	PP 2	218/65/80		MIND/BODY	RE	SISTANCE	4.6/8.2
PHYSIC	AL/I	MABICAL A	ATK	6.1/2.2			
PHYSIC	AL/	MAGICAL [DEF	24/11.0			
PHYSIC	AL/	MABICAL A	ACC	8.6/9.2			
PHYSIC	AL/	MAGICAL E	EVD	99/11.0		100	Site.
EARTH	2.4	WATER	2.4	FIRE	2.4		1
WOOD	2.4	THUNDER	0.0	DARKNESS	3.2	2	4
SKILLS	Ani	Don					
DATA E	DRAI	N ITEMS					
Fire Wan	d, Hil	king Gear				3	
					-	The same of the sa	

МИМ	MY RIPPE	ER	Species: Warrior (F)
LEVEL 7	SIZE S DATA	DRAIN MONSTE	Porolin
HP/SP/PP	110/75/62	MIND/BODY RE	SISTANCE 1.7/5.9
PHYSICAL/	MAGICAL ATK	6.7/1.2	
PHYSICAL/	MAGICAL DEF	13.9/8.9	20
PHYSICAL/	MABICAL ACC	12.5/6.6	
PHYSICAL/	MAGICAL EVD	2.2/0.8	
EARTH 0.0	WATER 2.8	FIRE 2.8	
WOOD 3.7	THUNDER 2.8	DARKNESS 2.8	1
SKILLS De	k Corv		
DATA DRA	IN ITEMS		
Strange Blade	e, Grand Armor		
			The state of the s

1	НО	ВС	SOBL	Z					Species: Go
ı	LEVEL	7	SIZE S	DATA	D	RAIN MON	STE	R Gremlin	
ľ	HP/SP/	PP	110/75/52		1	NIND/BODY	RE	SISTANCE	3.1/8.0
•	PHYSIC	AL/	MAGICAL	ATK	Ī	6.7/1.2			
	PHYSIC	AL/	MAGICAL	DEF		13.9/8.9			7
•	PHYSIC	AL/	MAGICAL	ACC		9.7/6.6			
•	PHYSIC	AL/	MAGICAL	EVD		2.2/0.8			
	EARTH	3.7	WATER	0.7	F	IRE	0.7		
	WOOD	0.0	THUND	ER 0.7	С	ARKNESS	0.7	2	
•	SKILLS	N/A			Π			-	
	DATA D	DRA	IN ITEMS					105	36
ľ	Lath Blac	ies, l	Viner's Glo	ves				لغر	
•							-	all later and	

FIEND	MENHIF	₹	Species: Statue
LEVEL 7	SIZE M DATA	DRAIN MONSTER	Gruntsquirm
HP/SP/PP	330/145/230	MIND/BODY RES	SISTANCE 100/100
PHYSICAL/	MABICAL ATK	6.7/1.7	
PHYSICAL/	MAGICAL DEF	13.9/8.9	
PHYSICAL/	MAGICAL ACC	9.7/7.6	
PHYSICAL/	MAGICAL EVD	2.2/44	32:000
EARTH 2.8	WATER 2.8	FIRE 2.8	
WDOD 2.8	THUNDER 3.7	DARKNESS 0.0	
SKILLS Rip	Maen		
DATA DRA	N ITEMS		
Wind Axe, Ha	nds of Earth		
			Ago -

SN	ΔK	DID				3	Species:	Liz
LEVEL	7	SIZE S	DATA	DRAIN MON	STE	Dragon F	Рирру	
HP/SP/	PP 1	20/75/62		MIND/BOD	Y RE	SISTANCE	8.0/8.0	
PHYSIC	AL/I	MAGICAL	ATK	6.7/2.4				
PHYSIC	AL/	MAGICAL	DEF	13.9/8.9			Carlot Carlot	
PHYSIC	AL/	MAGICAL	ACC	12.5/7.6				
PHYSIC	AL/	MAGICAL	EVD	2.2/2.2				1
EARTH	0.7	WATER	0.0	FIRE	7.2		ASS.	
WOOD	0.7	THUNDE	R 0.7	DARKNESS	0.7	- 70° -		ı
SKILLS	Wile	d Shot (x11), Ap C	orv				
-		N ITEMS						L
Stun Swo	ord, V	Vyrm Hide				20	4	H
	April 1				4			

BEE ARMY			Species: Insect
LEVEL 7 SIZE M DATA	DRAIN MON	STE	R Nyororon
HP/SP/PP 330/110/230	MIND/BODY	/ RE	SISTANCE 100/4.5
PHYSICAL/MAGICAL ATK	6.7/3.6		
PHYSICAL/MAGICAL DEF	7.6/1.9		196
PHYSICAL/MABICAL ACC	12.5/7.6		
PHYSICAL/MAGICAL EVD	42.6/2.2		
EARTH 2.8 WATER 2.8	FIRE	2.8	
WOOD 2.8 THUNDER 2.9	DARKNESS	2.8	jan en
SKILLS Duk Lei			
DATA DRAIN ITEMS			106
Green Sword, Mountain Boots	-		

LEVEL 8 SIZE S DATA DRAIN MONSTER GUNYAR HP/SP/PP 130/85/68 MIND/BODY RESISTANC PHYSICAL/MAGICAL ATK 7.3/1.3 PHYSICAL/MAGICAL DEF 15.6/10.1 PHYSICAL/MAGICAL ACC 14/7.4 PHYSICAL/MAGICAL EVP 2.5/0.9	
PHYSICAL/MAGICAL ATK 7.3/1.3 PHYSICAL/MAGICAL DEF 15.6/10.1 PHYSICAL/MAGICAL ACC 14/7.4	€ 100/5
PHYSICAL/MAGICAL DEF 15.6/10.1 PHYSICAL/MAGICAL ACC 14/7.4	1
PHYSICAL/MAGICAL ACC 114/7.4	
BUYERAL (MARIEN) BUE 05/00	<u> </u>
PHYSICAL/MABICAL EVD 2.5/0.9	
EARTH 3.2 WATER 3.2 FIRE 3.2	
WOOD 3.2 THUNDER 3.2 DARKNESS 3.2	
SKILLS Spin Slash (x3)	
DATA DRAIN ITEMS	
Wooden Spear, Strange Blade	

MIMIC			Species: Mimic
LEVEL 8	SIZE S DATA	DRAIN MONSTE	Funny Money
HP/SP/PP	370/165/260	MIND/BODY RE	SISTANCE 100/100
PHYSICAL/	MABICAL ATK	6.5/1.3	
PHYSICAL/	MAGICAL DEF	31/13	
PHYSICAL/	MABICAL ACC	10.8/7.4	Mr. Res Co.
PHYSICAL/	MABICAL EVD	2.5/0.8	《 图 图 图 图 图 图 图 图 图 图 图 图 图 图 图 图 图 图 图
EARTH 0.8	WATER 0.8	FIRE 0.8	
8.0 apow	THUNDER 0.8	DARKNESS 0.8	
SKILLS Ran	ki Lei		
DATA DRAF	N ITEMS		
Hands of Earth	, Fossil Bracer		
-		-	

SCORPION TAN	Species: Crustacean	
LEVEL 9 SIZE L DATA D	DRAIN MONSTE	R Monkey Crab
HP/SP/PP 770/275/560	MIND/BODY RE	SISTANCE 21.7/5.5
PHYSICAL/MABICAL ATK	7.9/1.4	
PHYSICAL/MAGICAL DEP	33/9.5	
PHYSICAL/MABICAL ACC	15.5/8.2	
PHYSICAL/MAGICAL EVD	2.8/1.0	
EARTH 3.6 WATER 4.7	FIRE 0.0	1,000
WOOD 3.6 THUNDER 3.6	DARKNESS 3.6	and the second second
SKILLS N/A		
DATA DRAIN ITEMS		The state of the s
Mountain Guard, Mountain Helm		

SH	IEI	D MA	7			Species: Demon
	-			DRAIN MON	STE	A STATE OF THE PARTY OF THE PAR
	_	130/95/74		MIND/BODY		
PHYSIC	AL/	MAGICAL A	ATK	7.9/2.8		
PHYSIC	AL/	MAGICAL E	DEF	17.3/25.8		
PHYSIC	AL/I	MAGICAL A	\CC	11/9.2		
PHYSIC	AL/I	MAGICAL E	EVD	2.8/32.7		
EARTH	0.9	WATER	0.9	FIRE	0.9	
WOOD	0.9	THUNDER	0.0	DARKNESS	3.6	Vice Spile
SKILLS	Dek	Torv				
DATA D	PAI	N ITEMS				
Fuse Blad	es, C	ougar Banda	na			
					-	

ROCK HEAD		Species: Earth Elemental					
LEVEL 9 SIZE M DATA DRAIN MONSTER MORI							
HP/SP/PP 410/185/290	MIND/BODY RE	SISTANCE 3.7/19					
PHYSICAL/MAGICAL ATK	7.9/1.4						
PHYSICAL/MAGICAL DEF	33/6.8						
PHYSICAL/MAGICAL ACC	15.5/8.2						
PHYSICAL/MAGICAL EVD	2.8/1.0						
EARTH 4.7 WATER 3.6 F	IRE 3.6						
WOOD 0.9 THUNDER 3.6 D	ARKNESS 3.6						
SKILLS Rig Saem							
DATA DRAIN ITEMS							
Thunder Axe, Mountain Guard							
		4					

RED WYRM		Species: Lizard
LEVEL 10 SIZE L DATA	Daniel Daniel	
HP/SP/PP 850/105/620		
	MIND/BODY RESISTANC	E []/[]
PHYSICAL/MAGICAL ATK	8.5/3.0	
PHYSICAL/MAGICAL DEF	19/12.5	
PHYSICAL/MAGICAL ACC	17/10	A STATE OF THE STA
PHYSICAL/MABICAL EVD	3.1/3.1	
EARTH 1.0 WATER 0.0	FIRE 102	
WOOD 1.0 THUNDER 1.0	DARKNESS 1.0	
SKILLS Breath, Vak Don		
DATA DRAIN ITEMS		
Defense Sword, Firedrake Mail		

CYCL	O SHA	RI	<			Species: Fish
LEVEL 11	SIZE L DA	TA	DRAIN MON	1STE	R Fry	
HP/SP/PP	930/225/680	Y RE	SISTANCE	4.3/12		
PHYSICAL/	MABICAL A	rĸ	13.5/1.6			
PHYSICAL/	MAGICAL DI	€F	20.7/13.7			
PHYSICAL/	MABICAL A	: c	14.1/9.8			
PHYSICAL/	MAGICAL E	/D	3.4/1.2			
EARTH 4.4	WATER	5.7	FIRE	0.0	1	reject .
WOOD 4.4	THUNDER	1.4	DARKNESS	4.4	200	
SKILLS Rue	Kruz					
DATA DRAI	N ITEMS					
Unicorn Blade	, Ice Hunter Ha	t			1	
				49	4	

Hu	INI	SRY (GRA	SS		Species: Plant
LEVEL	11	SIZE S	DATA	DRAIN MON	4STE	Sunnyflower
HP/SP	/PP	160/115/8	6	MIND/BOD	Y RE	ESISTANCE 4.3/12
PHYSIC	AL/	MABICAL	- ATK	9.1/6.0		
PHYSIC	AL/	MAGICAL	DEF	20.7/13.7		
PHYSIC	AL/	MAGICAL	ACC	14.1/9.8		- Augustine
PHYSIC	AL/	MAGICAL	EVD	3.4/1.2		
EARTH	0.0	WATER	4.4	FIRE	4.4	
WOOD	6.8	THUND	ER 4.4	DARKNESS	4.4	
SKILLS	Mu	myn Lei				
DATA D	DRAI	N ITEMS				
Frost Bra	cer, \	Nyrm Scal	е	7,00		
					- 4	

GU	AF	DIAN				Species: Golem
LEVEL	12	SIZE M	ISTE	Scarecrooner Scarecrooner		
HP/SP/	PP	530/245/380		MIND/BODY	r RE	ESISTANCE 4.6/100
PHYSIC	AL/	MAGICAL	ATK	9.7/6.5		
PHYSIC	AL/	MABICAL	DEF	39/11.3		
PHYSIC	AL/	MABICAL	ACC	15.2/19		- Kana
PHYSIC	AL/	MABICAL	EVD	3.7/1.3		
EARTH	6.2	WATER	4.8	FIRE	4.8	
WOOD .	1.2	THUNDE	₹ 4.8	DARKNESS	4.8	
SKILLS	N/A					
DATA E	PAI	N ITEMS				
Razor Ax	e, Fro	ost Armor				

CR	AE	TURT	ΓLΕ	3		Speci	es: Crustacea	ın
LEVEL	12	SIZE M D	ATA	DRAIN MON	ISTE	Monkey	Crab	
HP/SP/	PP {	530/245/380		MIND/BODY	/ RE	SISTANCE	25.6/7.0	
PHYSIC	AL/	MAGICAL A	ATK	9.7/1.7			, *	
PHYSIC	AL/	MAGICAL D	DEF	39/12.5			100	
PHYSIC	AL/	MABICAL A	ACC	20/10.6				
PHYSIC	AL/	MAGICAL E	EVD	3.7/1.3			577	
EARTH	4.8	WATER	6.2	FIRE	0.0		A Sept. E.	
WOOD	4.8	THUNDER	4.8	DARKNESS	4.8	-	C. Indiana	0
SKILLS	N/A							
DATA E	PAI	N ITEMS				4	a de la	1
Aqua Gua	ard, l	ce Helm				1		
						The state of the s	1	
							in the second second	

FLAME HEADS	S S	pecies: Hound
LEVEL 12 SIZE L DATA	DRAIN MONSTER PUP	
HP/SP/PP 1010/365/740	MIND/BODY RESISTANCE	4.6/34
PHYSICAL/MAGICAL ATK	9.7/6.5	1
PHYSICAL/MAGICAL DEF	22.4/14.9	Auto May
PHYSICAL/MAGICAL ACC	15.2/4.6	
PHYSICAL/MAGICAL EVD	3.7/1.3	A SECTION
EARTH 4.8 WATER 0.0	FIRE 6.2	
WOOD 4.8 THUNDER 4.8	DARKNESS 4.8	A STATE OF
SKILLS Breath (x4), Vak Rom		aris and
DATA DRAIN ITEMS		
Gold Spear, Ice Hunter Hat		

					_
STON	VE TUR	₹TL	E		Species: Earth Elemental
LEVEL 13	SIZE L D	ATA	DRAIN MON	STER	Moai
HP/SP/PP	1090/1090/80	00	MIND/BODY	/ RES	ISTANCE 4.9/27
PHYSICAL/	MAGICAL A	ATK	10.3/1.8		
PHYSICAL/	MABICAL (DEF	41/9.6		
PHYSICAL/	MAGICAL A	ACC	21.5/11.4		action.
PHYSICAL/	MAGICAL E	EVD	4.0/1.4		
EARTH 6.7	WATER	5.2	FIRE	5.2	
WDDD 1.3	THUNDER	5.2	DARKNESS	5.2	
SKILLS Rig	Saem				
DATA DRA	IN ITEMS				(Call Time
Razor Axe, Ac	ua Guard				Divini I

THOL	ISAND	T	REES			Species: Plant
LEVEL 13	SIZE L C	ATA	DRAIN MON	STE	Sunnyflov	wer
HP/SP/PP	1090/395/80	0	MIND/BODY	RE	SISTANCE	4.9/14
PHYSICAL/	MAGICAL A	ATK	10.3/7.0			
PHYSICAL/	MAGICAL I		The state of the s			
PHYSICAL/	MAGICAL	1,53				
PHYSICAL/	MAGICAL I	EVD	4.0/1.4			
EARTH 0.0	WATER	5.2	FIRE	5.2	E.	
WOOD 8.0	THUNDER	5.2	DARKNESS	5.2		
SKILLS Juk	Rom, Juk Zo	ot				070
DATA DRA	N ITEMS			11		
Frost Bracer, \	Nyrm Scale					
				-	Character	

HE.	AV	Y ME	TAL	-		Specie	s: Warrior (M)
LEVEL	14	SIZE S D	ATA	DRAIN I	MONST	Rajin	
HP/SP/	PP 1	180/145/104		MIND/E	ODY R	ESISTANCE	2.4/10.8
PHYSIC	AL/	MAGICAL A	ATK	10.9/1.	9		
PHYSIC	AL/I	MABICAL D	DEF	25.8/1	7.3		
PHYSIC	AL/	MAGICAL A	ACC	23/23			
PHYSIC	AL/	MAGICAL E	EVD	4.3/1.5			2 %
EARTH	5.6	WATER	5.6	FIRE	5.6		
WOOD	5.6	THUNDER	7.5	DARKN	ess 0.0		
SKILLS	N/A				1		The Assert
DATA D	RAI	N ITEMS					
Ronin Bla	des,	Ice Helm					

WA	TE	R WIT	CH				Species: Magic-Us
LEVEL	14	SIZE S D	ATA	D	RAIN MON	STE	R Mew-Burn
HP/SP/PP 180/145/52					MIND/BODY	RE	BISTANCE 5.2/15
PHYSIC	AL/	MABICAL A	TK		1.9/6.6		
PHYSICAL/MABICAL DEF				5.2/36	A Comment		
PHYSICAL/MABICAL ACC			- 7	5.2/13.2			
PHYSIC	AL/	MABICAL E	VD		4.3/58		
EARTH	1.4	WATER	7.2	F	IRE	0.0	A STATE OF THE STA
WOOD	1.4	THUNDER	1.4	ε	ARKNESS	1.4	The state of the s
SKILLS	Rue	Kruz, Rue Zo	ot				
DATA DRAIN ITEMS							
Basho Wand, Winter Coat							
		1				-	

GOBLIN NIGH	T	Species: Goblin
LEVEL 15 SIZE S DATA	DRAIN MONSTE	Gremlin
HP/SP/PP 190/155/100	MIND/BODY RE	ESISTANCE 5.5/16
PHYSICAL/MAGICAL ATK	11.5/2.0	
PHYSICAL/MAGICAL DEF	27.5/18.5	
PHYSICAL/MAGICAL ACC	18.5/13	51
PHYSICAL/MAGICAL EVO	4.6/1.6	
EARTH 7.7 WATER 1.5	FIRE 1.5	
WOOD 0.0 THUNDER 1.5	DARKNESS 1.5	
SKILLS N/A		
DATA DRAIN ITEMS		
Spell Blades, Fishing Gloves		

SLED DOG		Species: Hound			
LEVEL : 15 SIZE M DATA	DRAIN MONSTE	ER Pup			
HP/SP/PP 650/305/470	MIND/BODY RE	ESISTANCE 5.5/40			
PHYSICAL/MAGICAL ATK	11.5/8.0				
PHYSICAL/MAGICAL DEF	27.5/18.5				
PHYSICAL/MAGICAL ACC	18.5/5.5				
PHYSICAL/MAGICAL EVD	4.6/1.6				
EARTH 6.0 WATER 0.0	FIRE 7.7	XII			
WOOD 6.0 THUNDER 6.0	DARKNESS 6.0				
SKILLS Vak Don	,				
DATA DRAIN ITEMS	DATA DRAIN ITEMS				
Spear of Spell, Ice Hunter Hat					

LAMIA F	IGHTE	R	Species: Snake			
LEVEL 15 SIZE	LEVEL 15 SIZE & DATA DRAIN MONSTE					
HP/SP/PP 200/15	5/110	MIND/BODY RE	ESISTANCE 5.5/16			
PHYSICAL/MAGI	CAL ATK	11.5/7.0				
PHYSICAL/MAGI	CAL DEF	27.5/33				
PHYSICAL/MAGI	CAL ACC	18.5/14	Sugge State			
PHYSICAL/MAGI	CAL EVD	4.6/60				
EARTH 7.7 WAT	ER 1.5	FIRE 1.5				
WOOD 0.0 THU	NDER 1.5	DARKNESS 1.5	July July 1			
SKILLS Bite (x5),	Mumyn Lei					
DATA DRAIN ITE	MS					
Oak Anklet, Ranger's	Boots					

NOM	ADIC B	S	pecies: Undead			
LEVEL 15	SIZE M D	ATA	DRAIN MON	ISTE	⊨ Fophead	
HP/SP/PP	MIND/BOD	MIND/BODY RESISTANCE 5.5/100				
PHYSICAL/	MAGICAL A	XTK	11.5/10		5	
PHYSICAL/	27.5/19					
PHYSICAL/	MABICAL A	VCC.	18.5/14			300 100
PHYSICAL/	MAGICAL E	VD.	4.6/4.6			
EARTH 1.5	WATER	1.5	FIRE	1.5	E A	
wood 1.5	THUNDER	0.0	DARKNESS	7.7		
SKILLS N/A					CA	
DATA DRAI	N ITEMS		Of the			
Spear of Spell	, Frost Anklet					
				4	Gr.	

								A STATE OF THE PARTY OF THE PAR
SH	17	NG EY	E	3		S	pecies:	Wraith
LEVEL	15	SIZE M D	ATA	DRAIN MON	STE	□ Odoro		
HP/SP/	PP	650/305/470		MIND/BODY	RE	SISTANCE	10/19	
PHYSIC	AL/	MAGICAL A	TK	11.5/4.0				- 100
PHYSIC	AL/	MABICAL D	EF	37.5/20	1			.
PHYSIC	AL/	MAGICAL A	cc	18.5/20			F	TANG
PHYSIC	AL/	MAGICAL E	VD	99/12.5			- 97	
EARTH	6	WATER	6	FIRE	6	33%		THE P
WOOD	6	THUNDER	0.0	DARKNESS	7.7	biotics.	1	33
SKILLS	Ani	Don						1 A TO
DATA DRAIN ITEMS								
Diabolic Wand, Winter Coat					August 1			
						The state of the s		

ОСНІІ	MUSHA		Species: Warrior (M)
LEVEL 16	SIZE S DATA	DRAIN MONSTE	Rajin
HP/SP/PP	200/165/116	MIND/BODY RE	ESISTANCE 2.6/12.2
PHYSICAL/	MAGICAL ATK	12.1/2.1	
PHYSICAL/	MAGICAL DEF	29.2/19.7	
PHYSICAL/	MAGICAL ACC	26/26	
PHYSICAL/	MABICAL EVD	4.9/1.7	
EARTH 6.4	WATER 6.4	FIRE 6.4	Jan Brand
WDDD 6.4	THUNDER 8.5	DARKNESS 0.0	
SKILLS AD	Corv		
DATA DRAI	N ITEMS		
Spell Blades, F	ire Helm		
			1

SQUILLA DEM	Species: Crustacean	
LEVEL 16 SIZE M DATA	DRAIN MONSTE	Monkey Crab
HP/SP/PP 690/325/500		ESISTANCE 30.8/9.0
PHYSICAL/MAGICAL ATK	12.1/2.1	
PHYSICAL/MAGICAL DEF	47/16.5	
PHYSICAL/MAGICAL ACC	26/13.8	
PHYSICAL/MAGICAL EVD	4.9/1.7	
EARTH 6.4 WATER 8.2	FIRE 0.0	
WOOD 6.4 THUNDER 6.4	DARKNESS 6.4	
SKILLS Ap Corv		
DATA DRAIN ITEMS	1	
Ice Helm, Aqua Guard		
		No. of the Control of

GOBLIN WIZ		Species: Goblin
LEVEL 16 SIZE S DATA	DRAIN MONSTE	□ Gremlin
HP/SP/PP 200/165/106	MIND/BODY RE	SISTANCE 5.8/17
PHYSICAL/MAGICAL ATK	2.1/3.7	AL WEST
PHYSICAL/MAGICAL DEF	5.8/39	(Salline
PHYSICAL/MAGICAL ACC	5.8/14.8	
PHYSICAL/MAGICAL EVD	4.9/4.9	
EARTH 1.6 WATER 0.0	FIRE 8.2	W 100000
WOOD 1.6 THUNDER 1.6	DARKNESS 1.6	
SKILLS BiVak Rom, Dek Vorma		
DATA DRAIN ITEMS	100	
Spell Blades, Smith's Gloves		
	*	

Commence Commen
Species: Snake
TER Snake-Charmer
RESISTANCE 5.8/17
.6
.6



AR	RC	w FIS	н				Species: Fish
LEVEL	17	SIZE S D	ATA	DRAIN M	ONSTE	R Fry	
HP/SP/	PP 2	220/175/122		MIND/BO	DY RE	SISTANCE	6.1/18
PHYSIC	AL/I	MAGICAL A	TK	12.7/2.2			
PHYSIC	AL/I	MAGICAL E	EF	30.9/20.9	9	A STATE OF THE STA	TO THE PARTY OF TH
PHYSIC	AL/I	MAGICAL A	CC	20.7/14.	6		
PHYSIC	AL/I	MAGICAL E	VD.	5.2/1.8			
EARTH	6.8	WATER	8.7	FIRE	0.0	2	
WOOD	6.8	THUNDER	6.8	DARKNES	== 6.8		1
SKILLS	Duk	Lei					4
DATA E	DRAI	N ITEMS					
Fugaku, F	Fire D	ance Hat				الحر	
					-		

MENHIR		Species: Statue
LEVEL 17 SIZE M DATA	DRAIN MONSTE	R Hebinyoro
HP/SP/PP 730/345/530	MIND/BODY RE	SISTANCE 100/100
PHYSICAL/MAGICAL ATK	12.7/4.4	
PHYSICAL/MAGICAL DEF	30.9/20.9	
PHYSICAL/MAGICAL ACC	20.7/15.6	Constitution of
PHYSICAL/MAGICAL EVD	5.2/64	
EARTH 6.8 WATER 6.8	FIRE 6.8	The same of the sa
WOOD 6.8 THUNDER 8.7	DARKNESS 0.0	190
SKILLS: Rip Maen		
DATA DRAIN ITEMS		No.
Earth Axe, Hands of Fire		

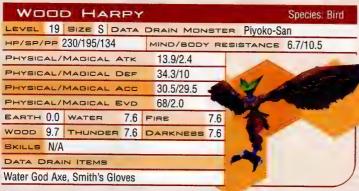
SCARLET KING	G	Species: Plant
LEVEL 17 SIZE M DATA	DRAIN MONSTE	R Sunnyflower
HP/SP/PP 730/345/530	MIND/BODY RE	SISTANCE 6.1/18
PHYSICAL/MAGICAL ATK	12.7/9.0	
PHYSICAL/MAGICAL DEF	30.9/20.9	
PHYSICAL/MAGICAL ACC	20.7/14.6	
PHYSICAL/MAGICAL EVD	5.2/1.8	
EARTH 0.0 WATER 6.8	FIRE 6.8	
WOOD 10.4 THUNDER 6.8	DARKNESS 6.8	
SKILLS Ap Corv		
DATA DRAIN ITEMS		
Fire Bracer, Firedrake Mail		
	W.	

HP/SP/PP 770/275/560 MIND/BODY RESISTANCE 100/10 PHYSICAL/MAGICAL ATK 13.3/6.9 PHYSICAL/MAGICAL DEF 32.6/4.1 PHYSICAL/MAGICAL &C 29/16.4 PHYSICAL/MAGICAL EVD 66/5.5 EARTH 7.2 WATER 7.2 FIRE 7.2	sect
PHYSICAL/MAGICAL ATK 13.3/6.9 PHYSICAL/MAGICAL DEF 32.6/4.1 PHYSICAL/MAGICAL ACC 29/16.4 PHYSICAL/MAGICAL EVD 66/5.5 EARTH 7.2 WATER 7.2 FIRE 7.2	
PHYSICAL/MAGICAL DEF 32.6/4.1 PHYSICAL/MAGICAL ACC 29/16.4 PHYSICAL/MAGICAL EVD 66/5.5 EARTH 7.2 WATER 7.2 FIRE 7.2	
PHYSICAL/MAGICAL ACC 29/16.4 PHYSICAL/MAGICAL EVD 66/5.5 EARTH 7.2 WATER 7.2 FIRE 7.2	
PHYSICAL/MAGICAL EVD 66/5.5 EARTH 7.2 WATER 7.2 FIRE 7.2	
EARTH 7.2 WATER 7.2 FIRE 7.2	
	69 3 th.
WOOD 7.2 THUNDER 7.2 DARKNESS 7.2	
SKILLS Duk Lei	
DATA DRAIN ITEMS	
Shanato, Fire Lizard	

70	ıs'	Y WIE	SP				Species: Wraith
LEVEL	18	SIZE S	DATA	D	RAIN MON	STE	R Odoro
HP/SP/	PP S	54/185/20	0	~	IND/BODY	RE	SISTANCE 11.8/22.6
PHYSIC	AL/I	MAGICAL	ATK		13.3/4.6		
PHYSIC	AL/I	MAGICAL	DEF		42/23		
PHYSIC	AL/I	MAGICAL	ACC		21.8/23.6		
PHYSIC	AL/	MABICAL	EVD		99/23		
EARTH	7.2	WATER	7.2	F	IRE	7.2	
WOOD	7.2	THUNDE	₽ 0.0	D	ARKNESS	9.2	San Alle
SKILLS Ani Don							7.7
DATA E	DRAI	N ITEMS					
Earth Roo	d, Fir	eman's Coa	at				
						d	4

GENERAL	ARN	MOR	Species: Warrior (M)
LEVEL 19 SIZE	MDATA	DRAIN MONSTE	Rajin
HP/SP/PP 810/385	/590	MIND/BODY RE	SISTANCE 2.9/14.3
PHYSICAL/MAGIC	AL ATK	13.9/2.4	A
PHYSICAL/MAGIC	AL DEF	44.3/23.3	
PHYSICAL/MAGIC	AL ACC	30.5/30.5	
PHYSICAL/MAGIC	AL EVD	5.8/2.0	(2)
EARTH 7.6 WATE	R 7.6	FIRE 7.6	
WOOD 7.6 THUN	DER 10	DARKNESS 0.0	1
SKILLS Iron Ball (x	3)		
DATA DRAIN ITEN	48		
Sotetsu, Fire Helm			

DA	RK	WITC	Н	•	Species: Magic-User (F)
LEVEL	19	SIZE S D	ATA I	DRAIN MONSTE	sR Moenyan
HP/SP/	PP 2	230/195/67		MIND/80DY RE	ESISTANCE 6.7/20
PHYSIC	AL/I	MAGICAL A	TK	2.4/8.6	
PHYSIC	AL/I	MAGICAL D	EF	6.7/43.5	
PHYSIC	AL/I	MAGICAL A	.00	6.7/17.2	
PHYSIC	AL/I	MAGICAL E	VD	5.8/68	ATTERNA
EARTH	1.9	WATER	1.9	FIRE 1.9	
WOOD	1.9	THUNDER	0.0	DARKNESS 9.7	
SKILLS	Me	Ani Kruz, MeA	ni Zot		
DATA E	RAI	N ITEMS			
Rod of th	e Sea	a, Fireman's C	oat		



FIRE	WITCH				Species: Magic-User (F)
LEVEL 2	SIZE S DA	TA E	DRAIN MON	STE	R Moenyan
	240/205/70				SISTANCE 72121
PHYSICAL	/MAGICAL A	TK	2.5/9.0		GC I
PHYSICAL	/MAGICAL D	BP	7.0/45		
PHYSICAL	/MABICAL A	cc 3	7.0/18		
PHYSICAL	/MABICAL E	VD	6.1/70		
EARTH 2.0	WATER	0.0 F	FIRE	10.2	
WOOD 2.0	THUNDER	2.0	DARKNESS	2.0	
SKILLS G	Vak Don, GiVak	Kruz			
DATA DRA	AIN ITEMS				66
Inferno Wan	d, Lincoln Green				
				4	The state of the s

LAME		Species: Knife				
LEVEL 4 20	SIZE S D	ATA	DRAIN MON	STE	Gunyarin	
HP/SP/PP	250/405/140		MIND/BODY	RE	SISTANCE	100/11
PHYSICAL/	MABICAL A	TK	14.5/2.5			^
PHYSICAL/	MAGICAL E	DEF	36/24.5			
PHYSICAL/	MAGICAL A	CC	32/17			
PHYSICAL/	MABICAL E	VD.	6.1/2.1			1 /
EARTH 8.0	WATER	8.0	FIRE	8.0		
WOOD 8.0	THUNDER	8.0	DARKNESS	8.0	THE STATE OF	
SKILLS N/A					0	
DATA DRAI	N ITEMS					
Lavaman Spea	r, Komura					
-				P		

GLADIATOR		Species: Warrior (M)
LEVEL 21 SIZE S DATA	DRAIN MONSTE	Rajin
HP/SP/PP 250/215/146	MIND/BODY RE	SISTANCE 3.1/15.7
PHYSICAL/MAGICAL ATK	15.1/2.6	
PHYSICAL/MADICAL DEF	37.7/25.7	
PHYSICAL/MAGICAL ACC	33.5/33.5	
PHYSICAL/MAGICAL EVD	6.4/2.2	
EARTH 8.4 WATER 8.4	FIRE 8.4	
WOOD 8.4 THUNDER 11	DARKNESS 0.0	
SKILLS N/A		
DATA DRAIN ITEMS		
Enou, Forester Helm		All Control of the Co
		and the same of th

FRESH VALKY	YRIE Spec
LEVEL 21 SIZE S DATA	DRAIN MONSTER POTOlin
HP/SP/PP 250/215/146	MIND/BODY RESISTANCE
PHYSICAL/MABICAL ATK	15.1/2.6
PHYSICAL/MADICAL DEF	47.7/25.7
PHYSICAL/MAGICAL ACC	33.5/17.8
PHYSICAL/MABICAL EVD	6.4/2.2
EARTH 0.0 WATER 8.4	FIRE 8.4
WOOD 10.7 THUNDER 8.4	DARKNESS 8.4
SKILLS La Repth	
DATA DRAIN ITEMS	
Komura, Spirit Armor	
	The state of the s

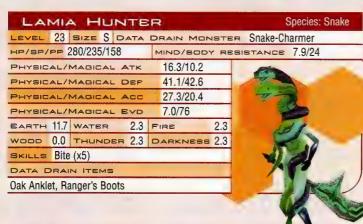


cies: Warrior (F)

HELL	Box			Species: Mimic
LEVEL 22	SIZE S DATA	DRAIN MO	VSTE	R Funny Money
HP/SP/PP				SISTANCE 100/100
PHYSICAL/	MAGICAL ATK	13.5/2.7		
PHYSICAL/	MAGICAL DEF	59/34		
PHYSICAL/	MABICAL ACC	26.2/18.6		
PHYSICAL/	MAGICAL EVD	6.7/2.2		
EARTH 2.2	WATER 2.2	FIRE	2.2	
WOOD 2.2	THUNDER 2.2	DARKNESS	2.2	
SKILLS Rai	nki Lei			
DATA DRA	IN ITEMS			
Hands of Woo	d, Air Bracer			THE STATE OF THE PARTY OF THE P
			-	

LIVING DEAD	Species: Undead
LEVEL 22 SIZE M DATA	DRAIN MONSTER Fophead
HP/SP/PP 930/335/680	MIND/BODY RESISTANCE 7.6/100
PHYSICAL/MAGICAL ATK	15.7/13.5
PHYSICAL/MABICAL DEF	39.4/27.4
PHYSICAL/MAGICAL ACC	26.2/19.6
PHYSICAL/MAGICAL EVD	6.7/6.7
EARTH 2.2 WATER 2.2	FIRE 2.2
WOOD 2.2 THUNDER 0.0	DARKNESS 11.2
SKILLS Suvi Lei	
DATA DRAIN ITEMS	
Treeman Spear, Oak Anklet	

GR	Ar	ND M	AGE			Species: Magic-User (M)
LEVEL	23	SIZE S	ISTE	R Old-Timer		
HP/SP/	PP	270/235/1	25	MIND/BOD	Y RE	ESISTANCE 7.9/24
PHYSIC	AL/	MAGICA	L ATK	2.8/10.2		
PHYSIC	AL/	MABICA	L DEF	7.9/49.5		
PHYSIC	AL/	MAGICA	L ACC	7.9/20.4		
PHYSIC	AL/	MABICAL	LEVD	7.0/76		
EARTH	2.3	WATER	0.0	FIRE	11.7	
WOOD	2.3	THUND	ER 2.3	DARKNESS	2.3	
SKILLS	GiV	ak Don, A	o Vakz			
DATA D	RAI	N ITEMS				
Cedar Wa	ınd, S	Scarab Ear	ring			
					-	



BA	BY	WOR	м				Species: Insect
LEVEL	23	SIZE L D	ATA	D	RAIN MON	STE	er Nyororon
HP/SP/	PP	890/695/140	0	1	MIND/BODY	RE	ESISTANCE 100/12.5
PHYSIC	AL/I	MAGICAL A	TK		16.3/8.4		
PHYSIC	AL/I	MABICAL C	PEF		41.1/12		
PHYSIC	AL/	MAGICAL A	100		36.5/20.4		- Janes
PHYSIC	AL/I	MABICAL E	VD	1	48.4/7.0		
EARTH	9.2	WATER	9.2	F	IRE	9.2	
WOOD	9.2	THUNDER	9.2		ARKNESS	9.2	
SKILLS	Suv	i Lei				1	Z Y
DATA D	DRAI	N ITEMS				4	
Shidan, F	Range	er's Boots					
						4	
							. (

HA	MN	IER S	HA	RK			Species: Fish
LEVEL	24	SIZE L D	ATA I	DRAIN MOI	VSTE	R Fry	
HP/SP/	PP '	970/485/146	60	MIND/BOD	Y RE	SISTANCE	8.2/25
PHYSIC	AL/I	MAGICAL A	ATK	26.5/2.9		100	The state of the s
PHYSIC	AL/I	MAGICAL [DEF	42.8/29.3			The Ball
PHYSIC	AL/	MAGICAL A	ACC	28.4/20.2	1		
PHYSIC	AL/	MAGICAL E	EVD	7.3/2.5			
EARTH	9.6	WATER	12.2	FIRE	0.0		555
WOOD	9.6	THUNDER	9.6	DARKNESS	9.6	****	
SKILLS	N/A						
DATA D	PAI	N ITEMS					
Singing E	Blade,	Peasant's H	at			1	
					10		

IRON	VBALL	ő.		Species: Goblin
LEVEL	24 SIZE L	DATA	DRAIN MONS	STER Gremlin
HP/SP/P	P 1970/725/	RESISTANCE 8.2/13		
PHYSICA	L/MABICAI	ATK	16.9/2.9	
PHYSICA	L/MABICAI	DEF	42.8/29.3	
PHYSICA	L/MAGICAI	ACC	38/20.2	
PHYSICA	L/MAGICAI	EVD	7.3/2.5	
EARTH 2	4 WATER	2.4	FIRE 2	2.4
W000 2	4 THUND	ER 12.2	DARKNESS (0.0
SKILLS	Two-Hand Ba	sh (x2)		
DATA DE	RAIN ITEMS			
Raitei, Fore	st Gloves			

AR	МС	R SH	Species: Knife				
LEVEL	24	SIZE M C	ER Gunyarin				
HP/SP/	PP T	1010/485/74	0	N	IND/BODY	RE	ESISTANCE 100/13
PHYSIC	AL/1	MABICAL	ATK		16.9/2.9		
PHYSIC	AL/I	MAGICAL	DEF		42.8/29.3		
PHYSIC	AL/I	MAGICAL	ACC		38/20.2		
PHYSIC	AL/I	MAGICAL I	EVD		7.3/2.5		
EARTH	9.6	WATER	9.6	F	IRE	9.6	
WOOD	9.6	THUNDER	9.6		ARKNESS	9.6	
SKILLS Two-Hand Slash (x7), Ap Vorv							
DATA DRAIN ITEMS							My at
Singing B	lade,	Strormer S	pear				
				_		-007	

SNAPPY GRASS	Species: Plant
LEVEL 24 SIZE S DATA DRAIN MO	Sunnyflower Sunnyflower
HP/SP/PP 290/245/164 MIND/BO	DY RESISTANCE 8.2/25
PHYSICAL/MAGICAL ATK 16.9/12.5	
PHYSICAL/MAGICAL DEF 42.8/29.3	
PHYSICAL/MAGICAL ACC 28.4/20.2	
PHYSICAL/MAGICAL EVD 7.3/2.5	
EARTH 0.0 WATER 9.6 FIRE	9.6
WOOD 14.6 THUNDER 9.6 DARKNES	s 9.6
SKILLS: Mumyn Lei	
DATA DRAIN ITEMS	
Oak Anklet, Holy Tree Mail	

CANNIBAL		Species: Goblin
LEVEL 25 SIZE L DATA	Gremlin Gremlin	
HP/SP/PP 2050/755/1520	MIND/BODY RE	ESISTANCE 8.5/13.5
PHYSICAL/MAGICAL ATK	17.5/3.0	
PHYSICAL/MAGICAL DEF	44.5/30.5	
PHYSICAL/MAGICAL ACC	39.5/21	
PHYSICAL/MAGICAL EVD	7.6/2.6	
EARTH 12.7 WATER 2.5	FIRE 2.5	
WOOD 0.0 THUNDER 2.5	DARKNESS 2.5	
SKILLS N/A		
DATA DRAIN ITEMS		
Anshou, Air Bracer		

LEAD SNAKO	Species: Lizard						
LEVEL 25 SIZE S DATA DRAIN MONSTER Dragon Puppy							
HP/SP/PP 300/255/170	MIND/BODY RESISTANCE 26/26						
PHYSICAL/MAGICAL ATK	17.5/6.0						
PHYSICAL/MAGICAL DEF	44.5/30.5						
PHYSICAL/MAGICAL ACC	39.5/22						
PHYSICAL/MAGICAL EVD	7.6/7.6						
EARTH 2.5 WATER 0.0	FIRE 25.2						
WOOD 2.5 THUNDER 2.5	DARKNESS 2.5						
SKILLS Two-Hand Slash (x7)							
DATA DRAIN ITEMS							
Kikujumonji, Holy Tree Mail							
	200						

Crustacean

HALLOWEEN	Species: Wraith
LEVEL 25 SIZE M DATA	DRAIN MONSTER Odoro
HP/SP/PP 1050/505/770	MIND/BODY RESISTANCE 16/31
PHYSICAL/MAGICAL ATK	17.5/6.0
PHYSICAL/MAGICAL DEF	52.5/30
PHYSICAL/MAGICAL ACC	29.5/32
PHYSICAL/MAGICAL EVD	99/50
EARTH 10 WATER 10	FIRE 10
WOOD 10 THUNDER 0.0	DARKNESS 12.7
SKILLS Spin Slash (x7), Ani D	on
DATA DRAIN ITEMS	
Adian's Rod, Lincoln Green	
	- Down

DARK RIDER	Species: Warrior (M)
LEVEL 26 SIZE MI DATA	DRAIN MONSTER Rail
HP/SP/PP 1090/525/800	MIND/BODY RESISTANCE 3.6/19.2
PHYSICAL/MABICAL ATK	18.1/14
PHYSICAL/MAGICAL DEF	56.2/31.7
PHYSICAL/MAGICAL ACC	41/41
PHYSICAL/MAGICAL EVD	7.9/2.7
EARTH 10.4 WATER 10.4	FIRE 10.4
WOOD 10.4 THUNDER 0.0	DARKNESS 13.5
SKILLS BIANI DON	
DATA DRAIN ITEMS	
Anshou, Forester Helm	

META	L GOE	LI	4	Species: Goblin
LEVEL 26	SIZE S D.	ATA I	DRAIN MONSTE	BR Gremlin
HP/SP/PP 3	00/265/166		MIND/BODY RE	ESISTANCE 8.8/27
PHYSICAL/N	AGICAL A	TK	18.1/3.1	
PHYSICAL/N	AGICAL D	EF	46.2/31.7	
PHYSICAL/N	AAGICAL A	ce	30.6/21.8	
PHYSICAL/N	ABICAL E	VD	7.9/2.7	
EARTH 13.2	WATER	2.6	FIRE 2.6	
WDDD 0.0	THUNDER	2.6	DARKNESS 2.6	
SKILLS N/A				PART PARTY
DATA DRAIN	V ITEMS			
Anshou, Jinsar	an			

BEE ASSAULT	Species: Insect
LEVEL 26 SIZE M DATA DRAIL	MONSTER Nyororon
HP/SP/PP 1090/395/800 MINE	BODY RESISTANCE 100/14
PHYSICAL/MAGICAL ATK 18.	/9.3
PHYSICAL/MAGICAL DEF 22.8	/5.7
PHYSICAL/MAGICAL ACC 41/2	2.8
PHYSICAL/MABICAL EVD 76.8	/7.9
EARTH 10.4 WATER 10.4 FIRE	10.4
WOOD 10.4 THUNDER 10.4 DARK	NESS 10.4
SKILLS Duk Lei	7
DATA DRAIN ITEMS	*
Sharp Blade, Ranger's Boots	A. A
	1
	A.

MANTIS	Species: Crustace
LEVEL 27 SIZE M DATA	DRAIN MONSTER Monkey Crab
HP/SP/PP 1130/545/830	MIND/BODY RESISTANCE 45.1/14.5
PHYSICAL/MAGICAL ATK	18.7/3.2
PHYSICAL/MAGICAL DEF	69/27.5
PHYSICAL/MAGICAL ACC	42.5/22.6
PHYSICAL/MAGICAL EVD	8.2/2.8
EARTH 10.8 WATER 13.7	FIRE 0.0
WOOD 10.8 THUNDER 10.8	DARKNESS 10.8
SKILLS Ap Corv	
DATA DRAIN ITEMS	
Giant Hill, Electric Guard	

OG	RE					s	pecies: Gobl	lin.
LEVEL	27	SIZE	DATA	DRAIN MON	STE	Gremlin		
HP/SP/I	PP 2	2210/815/1	640	MIND/BOD	r RE	SISTANCE	9.1/14.5	
PHYSIC	AL/1	MAGICAL	ATK	18.7/3.2			-	
PHYSIC	AL/I	MABICAL	DEF	57.9/32.9		A STATE OF THE PARTY OF THE PAR	200	
PHYSIC	44/1	MAGICAL	ACC	42.5/22.6				
PHYSIC	AL/I	MABICAL	EVD	8.2/2.8				A San
EARTH	2.7	WATER	0.0	FIRE	13.7	VAV		
WOOD	2.7	THUNDE	ER 2.7	DARKNESS	2.7	1		
SKILLS	N/A							
DATA D	RAI	N ITEMS						1
Masterbia	des,	Thunder G	loves					
					46	All lower way		

the land of the land of the land of the

LEVEL 27 SIZE L DATA DRAIN MONSTER SURINYHOW HP/SP/PP 2210/815/1640 MIND/BODY RESISTANCE PHYSICAL/MAGICAL ATK 18.7/14 PHYSICAL/MAGICAL DEF 47.9/32.9 PHYSICAL/MAGICAL ACC 31.7/22.6 PHYSICAL/MAGICAL EVD 8.2/2.8 EARTH 0.0 WATER 10.8 FIRE 10.8	
HP/SP/PP 2210/815/1640 MIND/BODY RESISTANCE PHYSICAL/MAGICAL ATK 18.7/14 PHYSICAL/MAGICAL DEF 47.9/32.9 PHYSICAL/MAGICAL ACC 31.7/22.6 PHYSICAL/MAGICAL EVD 8.2/2.8	
PHYSICAL/MAGICAL DEF 47.9/32.9 PHYSICAL/MAGICAL ACC 31.7/22.6 PHYSICAL/MAGICAL EVD 8.2/2.8	
PHYSICAL/MAGICAL ACC 31.7/22.6 PHYSICAL/MAGICAL EVD 8.2/2.8	
PHYSICAL/MAGICAL EVD 8.2/2.8	
EARTH 0.0 WATER 10.8 FIRE 10.8	
	A STATE OF THE STA
WOOD 16.4 THUNDER 10.8 DARKNESS 10.8	
SKILLS RAJUK ROM	
DATA DRAIN ITEMS	
Storm Bracer, Jester's Wand	TOTAL STREET

LEVEL 28 SIZE M DATA DRAIN MONSTER HEBINYOTO HP/SP/PP 1170/565/860 MIND/BODY RESISTANCE 100/100 PHYSICAL/MAGICAL ATK 19.3/6.6 PHYSICAL/MAGICAL DEF 59.6/34.1 PHYSICAL/MAGICAL ACC 32.8/24.4 PHYSICAL/MAGICAL EVD 8.5/86 EARTH 6.8 WATER 6.8 FIRE 6.8 WOOD 6.8 THUNDER 8.7 DARKNESS 0.0 SKILLS Rip Maen DATA DRAIN ITEMS Master's Axe, Shikisokuzeku			300 300
HP/SP/PP 1170/565/860 MIND/BODY RESISTANCE 100/100 PHYSICAL/MAGICAL ATK 19.3/6.6 PHYSICAL/MAGICAL DEF 59.6/34.1 PHYSICAL/MAGICAL ACC 32.8/24.4 PHYSICAL/MAGICAL EVD 8.5/86 EARTH 6.8 WATER 6.8 FIRE 6.8 WOOD 6.8 THUNDER 8.7 DARKNESS 0.0 SKILLS RIP Maen DATA DRAIN ITEMS	GOIL MENHI	3	Species: Statue
PHYSICAL/MAGICAL ATK 19.3/6.6 PHYSICAL/MAGICAL DEF 59.6/34.1 PHYSICAL/MAGICAL ACC 32.8/24.4 PHYSICAL/MAGICAL EVD 8.5/86 EARTH 6.8 WATER 6.8 FIRE 6.8 WOOD 6.8 THUNDER 8.7 DARKNESS 0.0 SKILLS RIP Maen DATA DRAIN ITEMS	LEVEL 28 SIZE M DAT	A DRAIN MONSTE	R Hebinyoro
PHYSICAL/MAGICAL DEF 59.6/34.1 PHYSICAL/MAGICAL ACC 32.8/24.4 PHYSICAL/MAGICAL EVD 8.5/86 EARTH 6.8 WATER 6.8 FIRE 6.8 WOOD 6.8 THUNDER 8.7 DARKNESS 0.0 SKILLS RIP Maen DATA DRAIN ITEMS	HP/SP/PP 1170/565/860	MIND/BODY RE	SISTANCE 100/100
PHYSICAL/MAGICAL ACC 32.8/24.4 PHYSICAL/MAGICAL EVD 8.5/86 EARTH 6.8 WATER 6.8 FIRE 6.8 WOOD 6.8 THUNDER 8.7 DARKNESS 0.0 SKILLS RIP Maen DATA DRAIN ITEMS	PHYSICAL/MAGICAL AT	× 19.3/6.6	
PHYSICAL/MAGICAL EVD 8.5/86 EARTH 6.8 WATER 6.8 FIRE 6.8 WOOD 6.8 THUNDER 8.7 DARKNESS 0.0 SKILLS RIP Maen DATA DRAIN ITEMS	PHYSICAL/MAGICAL DE	59.6/34.1	
EARTH 6.8 WATER 6.8 FIRE 6.8 WOOD 6.8 THUNDER 8.7 DARKNESS 0.0 SKILLS RIP Maen DATA DRAIN ITEMS	PHYSICAL/MAGICAL AC	32.8/24.4	
WOOD 6.8 THUNDER 8.7 DARKNESS 0.0 SKILLS RIP Maen DATA DRAIN ITEMS	PHYSICAL/MAGICAL EV	8.5/86	
SKILLS RIP Maen DATA DRAIN ITEMS	EARTH 6.8 WATER 6	.8 FIRE 6.8	C. trade
DATA DRAIN ITEMS	WOOD 6.8 THUNDER 8	.7 DARKNESS 0.0	
	SKILLS Rip Maen		
Master's Axe, Shikisokuzeku	DATA DRAIN ITEMS		The I was
	Master's Axe, Shikisokuzeku		

CURSED BLAD	DES	Species: Knife
LEVEL 28 SIZE S DATA	DRAIN MONSTE	≅R Gunyarin
HP/SP/PP 330/285/188	MIND/BODY RE	ESISTANCE 100/15
PHYSICAL/MAGICAL ATK	19.3/3.3	
PHYSICAL/MAGICAL DEF	49.6/34.1	
PHYSICAL/MAGICAL ACC	44/23.4	
PHYSICAL/MAGICAL EVD	8.5/2.9	
EARTH 11.2 WATER 11.2	FIRE 11.2	
WOOD 11.2 THUNDER 11.2	DARKNESS 11.2	800
SKILLS Spin Slash (x3)		The state of the s
DATA DRAIN ITEMS		
Sleipnir, Million \$ Spear		
	4	· - Kests

RED SCISSOR	S	Species: Crustacean
LEVEL 29 SIZE M DATA	DRAIN MONSTE	Monkey Crab
HP/SP/PP 1210/585/890	MIND/BODY RE	SISTANCE 47.5/15.5
PHYSICAL/MAGICAL ATK	19.9/3.4	
PHYSICAL/MAGICAL DEF	58.5/29.5	
PHYSICAL/MAGICAL ACC	45.5/24.2	
PHYSICAL/MAGICAL EVD	8.8/3.0	*
EARTH 11.6 WATER 14.7	FIRE 0.0	
WOOD 11.6 THUNDER 11.6	DARKNESS 11.6	
SKILLS Suvi Lei		The Commence
DATA DRAIN ITEMS		
Axe Bomber, Electric Guard		
		and the same of th

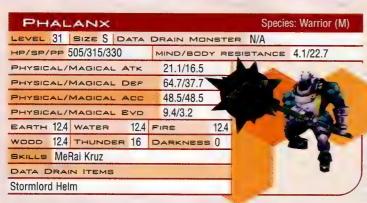
	Species: Hound
DRAIN MONSTER PUP	
MIND/BODY RESISTANCE	≥ 9.7/68
19.9/15	
51.3/35.3	
33.9/9.7	A
8.8/3.0	16 16 1
FIRE 14.7	
DARKNESS 11.6	C. P. Jul
	TOTAL
The same of the sa	
	DRAIN MONSTER PUP MIND/BODY RESISTANCE 19.9/15 51.3/35.3 33.9/9.7 8.8/3.0

TETRA ARMO	R	Species: Warrior (M)
LEVEL 30 SIZE M DATA	DRAIN MONSTER	Rajin
HP/SP/PP 1250/605/920	MIND/BODY RESIS	TANCE 4/22
PHYSICAL/MABICAL ATK	20.5/3.5	
PHYSICAL/MAGICAL DEF	63/36.5	
PHYSICAL/MAGICAL ACC	47/47	The state of the s
PHYSICAL/MABICAL EVD	9.1/3.1	1200
EARTH 12 WATER 12	FIRE 12	
WOOD 12 THUNDER 15.5	DARKNESS 0.0	
SKILLS Iron Ball (x3)		
DATA DRAIN ITEMS	-	
Dante's Blades, Scarlet Autumn		

РН	OE	NIX G	ILIE	EN			Species: Bird
LEVEL	30	SIZE M D	ATA	DRAIN MO	VSTE	Piyoko-S	an
HP/SP/	PP 1	250/305/920)	MIND/800	Y RE	SISTANCE	10/16
PHYSIC	AL/I	MAGICAL A	ATK	20.5/3.5			
PHYSIC	AL/I	MAGICAL (DEF	73/24.5			-
PHYSIC	AL/I	MAGICAL A	ACC	47/46			
PHYSIC	AL/	MAGICAL E	SVD	90/3.1			
EARTH	0.0	WATER	12	FIRE	12		
WOOD	15	THUNDER	12	DARKNESS	₃ 12		
SKILLS	Talo	n (x5), RaJu					
DATA D	RAI	N ITEMS	F	1			
Devil's Ax	e, Da	ark History					
					-		

	_	ERY I					Species: E	arth Elen	nental
LEVEL	30	SIZE M	DATA	D	RAIN MON	STE	≅R Moai		
HP/SP/	PP 1	250/605/92	20	1	MIND/BOD'	Y RE	SISTANCE	10/61	
PHYSIC	AL/I	MABICAL	ATK		20.5/3.5				-
PHYSIC	AL/	MAGICAL	DEF		75/21.5				
PHYSIC	AL/	MABICAL	ACC	2.5	47/25		T _{ex} ,		
PHYSIC	AL/	MABICAL	EVD		9.1/3.1		300		
EARTH	15	WATER	12	F	'IRE	12	Variable 1		
WOOD	3.0	THUNDE	≈ 12	0	ARKNESS	12	Total State	1	14
SKILLS	Ap '	Vorma				**		1	
DATA D	PAI	N ITEMS					PI STAR OF	1	1
Devil's Ax	ce, Pl	noenix's Wir	ıg						
							4 64 3		1
							-	37.1	
March Commence		~							V.

PAR	ASITE DR	AGON	Species: Lizard
LEVEL 30	ER N/A		
HP/SP/PP	9999/305/8888	MIND/BODY RI	ESISTANCE 100/100
PHYSICAL	/MAGICAL ATK	30/7	
PHYSICAL	/MAGICAL DEF	99/99	
PHYSICAL	/MAGICAL ACC	47/99	
PHYSICAL	/MAGICAL EVD	9.1/9.1	
EARTH 20	WATER 20	FIRE 20	THE PARTY OF THE P
wood 20	THUNDER 20	DARKNESS 20	The state of the s
SKILLS B	te (x2), Ranki Lei		
DATA DR	AIN ITEMS		
Dante's Blad	es		XD



SHIELD DEVIL		Species: Demon
LEVEL 31 SIZE S DATA	DRAIN MONSTER N/A	
HP/SP/PP 350/315/206	MIND/BODY RESISTAN	CE 32/32
PHYSICAL/MAGICAL ATK	21.1/7.2	1
PHYSICAL/MAGICAL DEF	54.7/52.2	10
PHYSICAL/MAGICAL ACC	42.3/26.8	APPROXIMATION OF THE PERSON OF
PHYSICAL/MAGICAL EVD	9.4/19.3	
EARTH 3.1 WATER 3.1	FIRE 3.1	
WOOD 3.1 THUNDER 0.0	DARKNESS 19	The state of the s
SKILLS Dek Do		
DATA DRAIN ITEMS		
Cougar Bandana		
	W. C.	To the state of th

BONE ABOVE	Consider Hadanit
BONE ARMY	Species: Undead
LEVEL 32 SIZE S DATA DRAIN MONSTER	N/A
HP/SP/PP 370/325/212 MIND/BODY RESIS	TANCE 10.6/100
PHYSICAL/MAGICAL ATK 21.7/18.5	
PHYSICAL/MAGICAL DEF 83.2/44.2	
PHYSICAL/MAGICAL ACC 41.6/30.8	
PHYSICAL/MAGICAL EVD 10.9/10.9	
EARTH 25.6 WATER 25.6 FIRE 25.6	
WOOD 25.6 THUNDER 0.0 DARKNESS 62	
SKILLS Rip Maen	
DATA DRAIN ITEMS	
Fiend Spear	

DEA	TH C	RANI	В			Species: Bird
LEVEL 32	SIZE S	DATA	DRAIN MO	NSTER	N/A	
HP/SP/PP	360/325/2	12	MIND/BOD	Y RES	ISTANCE	
PHYSICAL	/MAGICAL	ATK	18.5/3.7			PART
PHYSICAL	/MAGICAL	DEF	76.4/26.1	1		
PHYSICAL	/MAGICAL	ACC	50/49			
PHYSICAL	/MAGICAL	EVD	94/3.3			
EARTH O.	WATER	12.8	FIRE	12.8	1	JE.
W000 16	THUND	ER 12.8	DARKNES	≥ 12.8	107	4
SKILLS TO	alon (x2)					
DATA DR	AIN ITEMS				20	
Smith's Glov	/es					
				46	-	

GREAT SLED DOG	Species: Hound
LEVEL 32 SIZE M DATA DRAIN MONSTER N/A	
HP/SP/PP 1330/325/980 MIND/BODY RESISTAN	CE 10.6/74
PHYSICAL/MAGICAL ATK 21.7/13.3	
PHYSICAL/MABICAL DEF 66.4/38.9	
PHYSICAL/MAGICAL ACC 37.2/42.6	- A
PHYSICAL/MAGICAL EVD 9.7/3.3	
EARTH 12.8 WATER 0.0 FIRE 31	AT THE
WOOD 12.8 THUNDER 12.8 DARKNESS 12.8	
SKILLS Bite (x2), Vak Rom	5 V
DATA DRAIN ITEMS	
Razor Axe, Bandana	
7	

HYSTERIA		Species: Magic-User (F)
LEVEL 32 SIZE S DATA	DRAIN MONSTER	N/A
HP/SP/PP 360/165/106	MIND/BODY RES	SISTANCE 17/4.2
PHYSICAL/MAGICAL ATK	3.7/13.8	
PHYSICAL/MABICAL DEF	42.6/63	A CONTRACTOR OF THE PARTY OF TH
PHYSICAL/MAGICAL ACC	10.6/59.6	
PHYSICAL/MAGICAL EVD	16.1/24.6	
EARTH 3.2 WATER 3.2	FIRE 3.2	
WOOD 3.2 THUNDER 16	DARKNESS ()	
SKILLS MeRue Kruz, Mumyn L	.ei	
DATA DRAIN ITEMS		
Water Wand		

SMILEY RAY	Species: Fish
LEVEL 32 SIZE L DATA DRAIN MONSTER NA	
HP/SP/PP 2610/325/1940 MIND/BODY RESISTANCE	10.6/33
PHYSICAL/MAGICAL ATK 21.7/19.7	
PHYSICAL/MAGICAL DEF 56.4/38.9	
PHYSICAL/MAGICAL ACC 37.2/39.4	
PHYSICAL/MAGICAL EVD 9.7/3.3	
EARTH 12.8 WATER 16.0 FIRE 0.0	Control of the Contro
WOOD 12.8 THUNDER 12.8 DARKNESS 12.8	
SKILLS MeRai Rom, MeRue Zot	
DATA DRAIN ITEMS	
Earth Rod	

_									
	GR	AN	ND CC	LD				Species: N	lagic-Use
L	EVEL	33	SIZE S	ATA	D	RAIN MON	STE	R N/A	
1	HP/SP/	PP (370/170/175		1	MIND/BODY	RE	SISTANCE	17.5/4.3
F	HYSIC	AL/	MAGICAL	ATK		3.8/14.2			A
F	HYSIC	AL/	MAGICAL	DEF		43.9/54.6			7
F	HYSIC	AL/	MAGICAL	ACC		27.4/41.6			12 427
F	HYSIC	AL/	MABICAL	EVD		16.6/24.9		A	
E	EARTH	13.2	WATER	16	F	IRE	0.0		
V	V000	13.2	THUNDER	₹ 13.2	c	ARKNESS	13.2		Y
5	KILLS	Rai	Kruz, Dek D	0					
-	DATA E	PAI	N ITEMS					V.	
V	Vater Wa	and, S	Scarab Earrin	na					
							-46)		
									The state of the s

THE RESERVE TO STREET	
METAL ERASER	Species: Golem
LEVEL 33 SIZE M DATA DRAIN MONBTE	R N/A
HP/SP/PP 1370/335/1010 MIND/BODY RE	SISTANCE 10.9/100
PHYSICAL/MABICAL ATK 22.3/17	
PHYSICAL/MABICAL DEF 114/30.2	
PHYSICAL/MAGICAL ACC : 38.3/50.5	STATE OF THE PARTY
PHYSICAL/MAGICAL EVD 10/3.4	
EARTH 30 WATER 26.4 FIRE 26.4	TO COMPANY
WOOD 3.3 THUNDER 26.4 DARKNESS 26.4	· 京都 12
SKILLS N/A	
DATA DRAIN ITEMS	
Triple Crush (x6), Grand Armor	
	NAME OF THE PARTY

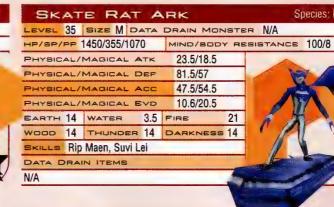
MU		LARE	IAN	7			Species: Golem
LEVEL	33	SIZE M C	ATA	D	RAIN MON	ISTE	R N/A
HP/SP/I	PP 2	20249/335/3	030	~	IIND/BOD	Y RE	SISTANCE
PHYSIC	AL/I	MAGICAL	ATK		28.9/17		150
PHYSIC	AL/	MAGICAL	DEF		81/999		THE I
PHYSIC	AL/I	MAGICAL	ACC		38.3/50.5		
PHYSIC	AL/I	MAGICAL	EVO		10/16.6		* 2 % 2
EARTH	16.7	WATER	13.2	F	RE	13.2	
WOOD	3.3	THUNDER	₹ 13.2	D	ARKNESS	13.2	
SKILLS	Me	an Rom, Gi	Gan Z	ot			
DATA D	RAI	N ITEMS					
Virus Core	е М						

		N WY						Species: Lizar
LEVEL	34	SIZE L D	ATA	DI	RAIN MON	STE	R N/A	
HP/SP/	PP (2770/345/206	60	~	IND/80D	Y RE	SISTANCE	35/35
PHYSIC	AL/	MAGICAL A	ATK		22.9/7.8			0.000
PHYSIC	AL/	MAGICAL [DEF		90/61.7			
PHYSIC	AL/	MAGICAL A	ACC	11	53/46.2			1000
PHYSIC	AL/	MAGICAL E	EVD		10.3/10.3		1	The same of
EARTH	3.4	WATER	13.6	F	RE	13.6	3	19
WOOD	34	THUNDER	13.6	D	ARKNESS	13.6		
SKILLS	Tale	n (x2)						M
DATA E	DRAI	N ITEMS						
Smith's 0	love	S						1

SPECTER		Species: Wraith
LEVEL 34 SIZE M DATA	DRAIN MONSTER NA	
HP/SP/PP 1410/685/1040	MIND/BODY RESISTANCE	21.4/41.8
YSICAL/MAGICAL ATK	22.9/7.8	~
HYSICAL/MAGICAL DEF	117/39	
PHYSICAL/MAGICAL ACC	39.4/42.8	
PHYSICAL/MAGICAL EVD	99/22	TANK)
EARTH 13.6 WATER 13.6	FIRE 13.6	188
WOOD 13.6 THUNDER 0.0	DARKNESS 17	
SKILLS Ani Don		
DATA DRAIN ITEMS		
Adian's Rod		

Species: Demon

IRC	N	BALL	MA	NIA		Species: Got
LEVEL	35	SIZE L D	ATA I	DRAIN MC	NSTE	R N/A
HP/SP/	PP (3550/355/28	20	MIND/BOD	OY RE	SISTANCE 11.5/100
PHYSIC	AL/I	MAGICAL A	ATK	23.5/4		
PHYSIC	AL/I	MABICAL I	DEF	81.5/42.5		
PHYSIC	AL/I	MAGICAL A	ACC	54.5/29		Jan 194
PHYSIC	AL/I	MAGICAL E	EVD	10.6/3.6		V
EARTH	35	WATER	31.5	FIRE	31.5	State Control
WOOD.	3.5	THUNDER	31.5	DARKNES	31.5	
SKILLS	Two	-Hand Bash				
DATA D	PAI	N ITEMS				3 10 10 5
Miner's G	loves	3				3 94
					-	-



HEADLESS KING									
LEVEL 36 SIZE M DATA DRAIN MONST	ER N								
HP/SP/PP 1490/545/1100 MIND/BODY RI	ESIST								
PHYSICAL/MAGICAL ATK 24.1/20.5									
PHYSICAL/MAGICAL DEF 83.2/44.2									
PHYSICAL/MAGICAL ACC 41.6/30.8	1								
PHYSICAL/MAGICAL EVD 10.9/10.9	F B								
EARTH 28.8 WATER 28.8 FIRE 28.8	hour								
WOOD 28.8 THUNDER 0.0 DARKNESS 35									
SKILLS N/A									
DATA DRAIN ITEMS									
Water Spear									
	San Contract of the Contract o								



Species: Undead

Goblin

STAR FISH Species. LEVEL 36 SIZE S DATA DRAIN MONSTER N/A HP/SP/PP 410/365/236 MIND/BODY RESISTANCE 11.8/37	Fich
HP/SP/PP 410/365/236 MIND/BODY RESISTANCE 11.8/37	Hatt
The second secon	
211111	
PHYSICAL/MABICAL ATK 24.1/4.1	~
PHYSICAL/MAGICAL DEF 83.2/54.5	
PHYSICAL/MAGICAL ACC 41.6/29.8	
PHYSICAL/MAGICAL EVD 10.9/3.7	
EARTH 14.4 WATER 18 FIRE 0.0	
WOOD 14.4 THUNDER 14.4 DARK SSS 14.4	
SKILLS Duk Lei, Suvi Lei	
DATA DRAIN ITEMS	
Singing Blade	

Species: Statue

NCE 100/100

VALKYRIE		Species: Warrior (F)
LEVEL 36 SIZE S DATA	DRAIN MONSTE	R N/A
HP/SP/PP 400/365/236	MIND/BODY RE	SISTANCE 4.6/26.2
PHYSICAL/MABICAL ATK	24.1/4.1	
PHYSICAL/MABICAL DEF	86.6/43.7	
PHYSICAL/MAGICAL ACC	56/29.8	
PHYSICAL/MADICAL EVD	87/3.9	
EARTH 0.0 WATER 14.4	FIRE 14.4	
WOOD 18 THUNDER 14.4	DARKNESS 14.4	
SKILLS N/A		
DATA DRAIN ITEMS		
Life Sword		
	No.	

	Voor	DOO GOE	Species: Goblin	
н	LEVEL 37	SIZE S DATA	DRAIN MONSTE	R N/A
	HP/SP/PP	410/375/232	MIND/BODY RE	ESISTANCE 12.1/38
	PHYSICAL/	MABICAL ATK	4.2/7.9	
The	PHYSICAL/	MAGICAL DEF	12.1/70.5	- Was
	PHYSICAL/	MAGICAL ACC	42.7/30.6	
	PHYSICAL/	MABICAL EVD	11.2/11.2	War and the same of the same o
e	EARTH 3.7	WATER 0.0	FIRE 19	
	WOOD 3.7	THUNDER 3.7	DARKNESS 3.7	
	SKILLS Or	/ak Rom		
	DATA DRA	IN ITEMS		A SAME OF SAME
	Assassin		1	
			No.	

STATUE MEN	HIR	
LEVEL 38 SIZE M DATA	DRAIN MONSTE	R N/A
HP/SP/PP 1570/765/1160	MIND/BODY RE	SISTA
PHYSICAL/MAGICAL ATK	25.3/4.8	
PHYSICAL/MAGICAL DEF	76.6/46.1	A CONTRACTOR OF THE PARTY OF TH
PHYSICAL/MAGICAL ACC	43.8/32.4	
PHYSICAL/MABICAL EVD	11.5/106	
EARTH 15.2 WATER 15.2	FIRE 15.2	
WOOD 152 THUNDER 19	DARKNESS 0.0	
SKILLS Rip Maen, MeRai Dor		
DATA DRAIN ITEMS		4
Hands of Earth		

MUMMY SCISS	SORS Species: Warrior (F
LEVEL 38 SIZE S DATA	DRAIN MONSTER NA
HP/SP/PP 420/385/248	MIND/BODY RESISTANCE 4.8/27.6
PHYSICAL/MAGICAL ATK	25.3/4.3
PHYSICAL/MAGICAL DEF	86.6/46.1
PHYSICAL/MAGICAL ACC	59/31.4
PHYSICAL/MAGICAL EVD	87/3.9
EARTH 0.0 WATER 15.2	FIRE 15.2
WOOD 19 THUNDER 152	DARKNESS 15.2
SKILLS N/A	
DATA DRAIN ITEMS	
Oval Sword	

KIN	16	SNAK	011	o			Species: Lizard
LEVEL	38	SIZE S D	ATA	0	RAIN MON	ISTE	ER N/A
HP/SP/	PP 4	430/385/248		T	MIND/BOD	Y RE	RESISTANCE 39/39
PHYSIC	AL/	MAGICAL A	ATK		25.3/8.6		
PHYSIC	AL/	MAGICAL [DEF		88/61.3		
PHYSIC	AL/	MABICAL A	ACC	0,	59/32.4		
PHYSIC	AL/	MAGICAL E	EVD		11.5/11.5		The state of
EARTH	3.8	WATER	0.0	F	TRE	3.8	
WOOD	3.8	THUNDER	3.8	c	ARKNESS	3.8	
SKILLS	N/A						
DATA D	RAI	N ITEMS					
N/A							
						-	-

DROCHI		Species: Snake
LEVEL 39 SIZE L DATA	DRAIN MONST	ER N/A
HP/SP/PP 3170/1175/2350	MIND/BODY F	ESISTANCE 12.7/40
PHYSICAL/MAGICAL ATK	25.9/16.6	
PHYSICAL/MAGICAL DEF	78.3/88.3	A SECOND
PHYSICAL/MABICAL ACC	44.9/33.2	All Mississipping
PHYSICAL/MAGICAL EVD	11.8/108	
EARTH 20 WATER 3.9	FIRE 3.9	
WOOD 0.0 THUNDER 3.9	DARKNESS 3.9	
SKILLS Gan Rom		
DATA DRAIN ITEMS		
Groovy Stick		

No	BL	JNAG	A S	OUL		Specie	s: Warrior (M)
LEVEL	40	SIZE S	DATA	DRAIN MONE	TER	N/A	
HP/SP/	PP	640/405/42	20	MIND/BODY	RESIS	STANCE	5/29
PHYSIC	AL/	MAGICAL	ATK	26.5/4.5			
PHYSIC	AL/	MAGICAL	DEF	80/48.5		42	
PHYSIC	AL/	MAGICAL	ACC	62/62			0.3
PHYSIC	AL/	MAGICAL	EVD	12.1/4.1	9 8		
EARTH	16	WATER	16	FIRE 1	6		
WOOD	16	THUNDE	≥≈ 20.5	DARKNESS (.0	10 P	章 治
SKILLS	N/A						No.
DATA E	PAI	N ITEMS					
Basic Sw	ord						
					The same		
						•	

SAND HILL	Species: Earth Elemental
LEVEL 40 SIZE L DATA	DRAIN MONSTER N/A
HP/SP/PP 3250/405/2420	MIND/BODY RESISTANCE 5/81
PHYSICAL/MAGICAL ATK	26.5/4.5
PHYSICAL/MAGICAL DEF	115/36.5
PHYSICAL/MADICAL ACC	62/33
PHYSICAL/MAGICAL EVD	12.1/4.1
EARTH 20 WATER 16	FIRE 16
WOOD 4.0 THUNDER 16	DARKNESS 16
SKILLS Rig Saem	
DATA DRAIN ITEMS	
Bandit's Axe	

DR	ال	O WITO	EH.			Species: Magic-User (F)
LEVEL	41	SIZE S D	ATA	DRAIN MON	4STE	R N/A
HP/SP/	PP 4	450/210/133		MIND/800	Y RE	ESISTANCE 21.5/5.1
PHYSIC	AL/	MAGICAL A	ATK	4.6/17.4		
PHYSIC	AL/	MABICAL I	DEF	54.3/76.5		
PHYSIC	AL/	MAGICAL /	ACC	3.3/75.8		
PHYSIC	AL/	MABICAL I	EVD	20.6/27.3		
EARTH	0.0	WATER	4.1	FIRE	20	多法是
WOOD	4.1	THUNDER	4.1	DARKNESS	4.1	
SKILLS	N/A					
DATA E	DRAI	N ITEMS				
MeRue K	Mumyn Lei					
					-6	2.

ST	AR	VING	OG	RE		S	pecies: Goblin
LEVEL	42	SIZE M D	ATA	DRAIN MON	4STE	R N/A	
HP/SP/	PP 1	730/425/128	30	MIND/800	Y RE	SISTANCE	13.6/100
PHYSIC	AL/I	MAGICAL A	ATK	27.7/4.7			1 4
PHYSIC	AL/I	MAGICAL E	DEF	93.4/50.9			
PHYSIC	AL/I	MAGICAL A	ACC	65/34.6			
PHYSIC	AL/I	MAGICAL E	EVD	12.7/4.3			April 10 and 10
EARTH	21.2	WATER	16.8	FIRE	16.8		
WOOD	4.2	THUNDER	16.8	DARKNESS	16.8	The second	Managarith Control
SKILLS	N/A						
DATA D	PAI	N ITEMS					
Mizuchi							
					-	· · · ·	

MOONLIGHTER	(5	Species: Insect
LEVEL 42 SIZE M DATA	DRAIN MONSTER N/A	
HP/SP/PP 1730/635/1280	MIND/BODY RESISTANCE	100/22
PHYSICAL/MAGICAL ATK	27.7/14.1	
PHYSICAL/MAGICAL DEF	83.4/25.7	The state of the s
PHYSICAL/MAGICAL ACC	65/35.6	1
PHYSICAL/MAGICAL EVD	114/12.7	
EARTH 16.8 WATER 16.8	FIRE 16.8	Ages of
16.8 THUNDER 16.8	DARKNESS 16.8	
SKILLS Duk Lei	7	
DATA DRAIN ITEMS		
Ranger's Boots		

GRAND ELECT	Species: Magic-User (M)	
LEVEL 43 SIZE S DATA	R N/A	
HP/SP/PP 470/220/225	MIND/BODY RE	SISTANCE 22.5/5.3
PHYSICAL/MAGICAL ATK	4.8/18.2	
PHYSICAL/MAGICAL DEF	56.9/66.6	
PHYSICAL/MAGICAL ACC	35.4/53.8	6.2
PHYSICAL/MAGICAL EVD	21.6/27.9	
EARTH 17.2 WATER 17.2	FIRE 17.2	
WOOD. 17.2 THUNDER 21	DARKNESS 0.0	
SKILLS MeRai Don, Dek Do		
DATA DRAIN ITEMS		
Bandana		

FRANKEN		Species: Undead
LEVEL 43 SIZE M DATA	DRAIN MONSTE	ER N/A
HP/SP/PP 1770/650/1310	MIND/BODY RE	ESISTANCE 13.9/100
PHYSICAL/MAGICAL ATK	28.3/24	
PHYSICAL/MAGICAL DEF	95.1/52.6	
PHYSICAL/MAGICAL ACC	79.4/36.4	No. of the last of
PHYSICAL/MAGICAL EVD	13/13	
EARTH 34.4 WATER 34.4	FIRE 34.4	
WOOD 34.4 THUNDER 0.0	DARKNESS 43	
SKILLS Cross Slash, Suvi Lei		
DATA DRAIN ITEMS		
Snow Panther		

DA	LA	IGON						- 4	Species:	Lizard
LEVEL	44	SIZE L C	ATA	Di	RAIN MON	STE	R N/A			
HP/SP/	PP 3	3570/445/26	60	~	IIND/BOD	Y RE	SISTA	NCE	45/45	
PHYSIC	AL/I	MAGICAL	ATK		37.7/9.8		1			
PHYSIC	AL/I	MAGICAL	DEF		123/70.9				-M. F. F.	
PHYSIC	AL/I	MAGICAL .	ACC		68/68			1		
PHYSIC	AL/I	MAGICAL	EVD		13.3/13.3					
EARTH	17.6	WATER	4.4	F	RE	4.4		-5-0		1
WOOD	17.6	THUNDER	₹ 17.6	D	ARKNESS	17.6				
SKILLS Bite (x2), GiVak Kruz										-
DATA DRAIN ITEMS								1		
Holy Tree	Mail							,2)		
						de				

DA	RK	HOF	SE			Species: Warrior (M)
LEVEL	45	SIZE M	DATA	DRAIN MO	NSTE	ER N/A
HP/SP/	PP '	1850/455/13	370	MIND/BOD	Y RE	ESISTANCE 5.5/32.5
PHYSIC	AL/	MAGICAL	ATK	29.5/23.5		
PHYSIC	AL/	MAGICAL	DEF	88.5/54.5		
PHYSIC	AL/	MAGICAL	ACC	69.5/69.5		
PHYSIC	AL/	MAGICAL	EVD	13.6/4.6		
EARTH	18	WATER	18	FIRE	18	
WOOD	18	THUNDE	R 0	DARKNES	= 23	
SKILLS	N/A					
DATA DRAIN ITEMS						Till I
Hunter's Hood						
					4	

INFE	RNO	Species: N	lagic-User (M)						
LEVEL 45	SIZE M D	NSTE	R N/A						
HP/SP/PP	1390/230/685		MIND/BOD	Y RE	ESISTANCE 41.5/5.5				
PHYSICAL/	MAGICAL A	TK	5/28						
PHYSICAL/	MAGICAL E	PEF	87.5/69		Mary				
PHYSICAL/	MABICAL A	NCC.	37/69.5						
PHYSICAL/	MAGICAL E	VD.	22.6/28.5		Control of the last				
EARTH 18	WATER	0.0	FIRE	22	N. Contraction				
WOOD 18	THUNDER	18	DARKNESS	∍ 18	at the last				
SKILLS Val	Kruz, Ranki l								
DATA DRA	IN ITEMS								
Bandana, Alm	ighty Wand		j	7					
				-46	- Ja - Marie				

IRC	N	BALL T		Species: Goblin		
LEVEL	45	SIZE L D	STER	₹ N/A		
HP/SP/	PP 4	1550/455/362	:0	MIND/BODY	RES	SISTANCE 14.5/100
PHYSIC	AL/I	MAGICAL A	XTK	29.5/5		
PHYSIC	AL/I	MAGICAL E	DEF	78.5/54.5		
PHYSIC	AL/I	MAGICAL A	100	69.5/37		
PHYSIC	AL/I	MAGICAL E	VD.	13.6/4.6		
EARTH	40.5	WATER	40.5	FIRE	40.5	
WOOD	40.5	THUNDER	43	DARKNESS	0	
SKILLS	Two	-Hand Bash				
DATA E	PAI	N ITEMS				
N/A						

HEADHUNT L	Species: Undead	
LEVEL 46 SIZE M DATA	DRAIN MONSTE	R N/A
HP/SP/PP 1890/695/1400	MIND/BODY RE	SISTANCE 14.8/100
PHYSICAL/MAGICAL ATK	30.1/25.5	
PHYSICAL/MAGICAL DEF	110.2/56.2	
PHYSICAL/MAGICAL ACC	52.6/38.8	
PHYSICAL/MAGICAL EVD	13.9/13.9	The Contract of the Contract o
EARTH 36.8 WATER 36.8	FIRE 36.8	000
WOOD 36.8 THUNDER 0.0	DARKNESS 46	The state of the s
SKILLS Life Drain		
DATA DRAIN ITEMS		
Ani Don		

ARK PRINCE		Species: Demon
LEVEL 47 SIZE M DATA	DRAIN MONSTE	R N/A
HP/SP/PP 1930/475/1430	MIND/BODY RE	ESISTANCE 100/10.4
PHYSICAL/MAGICAL ATK	30.7/24.5	
PHYSICAL/MAGICAL DEF	101.9/71.4	
PHYSICAL/MAGICAL ACC	63.1/72.5	
PHYSICAL/MAGICAL EVD	14.2/24.1	
EARTH 18.8 WATER 4.7	FIRE 28	
WOOD 18.8 THUNDER 18.8	DARKNESS 18.8	
SKILLS Rip Maen, Suvi Lei		
DATA DRAIN ITEMS		
Cursed Axe		
		Sec. 2015

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DA	LA	IGON	A	1	ΙE	CD	-	E		
LEVEL	49	SIZE	DAT	-A	DF	AIN N	101	4STE	ER.	N/A
HP/SP/	PP (3970/495/2	960		м	ND/8	00	YRE	SIS	STAN
PHYSIC	AL/I	MABICAL	AT	K		41.7/10	8.0			-
PHYSIC	AL/I	MAGICAL	DE	F		133/78	.9			The second second
PHYSIC	AL/I	MAGICAL	AC	c	1	75.5/75	.5			
PHYSIC	AL/I	MAGICAL	EV	D		14.8/14	.8			
EARTH	19.6	WATER	19	9.6	FI	RE		19.6		
WOOD	19.6	THUNDE	e 4	.9	DA	RKNE	88	4.9		
SKILLS	Bite	(x2) Suvi	Lei							
DATA E	PAI	N ITEMS								
N/A										, and
								-		, -



Species: Lizard

DRAINED MONSTERS

This section provides all the necessary information on the creatures that the larger monsters become after being successfully Data Drained. These creatures can all be killed with a single slash of a blade, provided you can catch them. Drained monsters can't be Data Drained, nor do they yield items or Treasures upon being killed.

POROLIN	Species: Warrior (F)
LEVEL 0 SIZE S	W. A.
HP/SP 50/5	MIND/BODY RESISTANCE 1/1
PHYSICAL/MAGICAL ATK	2.5/0.5
PHYSICAL/MAGICAL DEF	2.0/0.5
PHYSICAL/MAGICAL ACC	2.0/1.0
PHYSICAL/MABICAL EVD	10/0.1
EARTH 0.0 WATER 0.0	FIRE 0.0
WOOD 0.2 THUNDER 0.0	DARKNESS 0.0

FLAMER		Species: Magic-User (F)
LEVEL 0 SIZE S		
HP/SP 50/5	MIND/BODY RE	SISTANCE 1/1
PHYSICAL/MAGICAL ATK	0.5/1.0	45.2
PHYSICAL/MAGICAL DEF	1.0/15	
PHYSICAL/MADICAL ACC	1.0/2.0	
PHYSICAL/MADICAL EVD	10/30	
EARTH 0.0 WATER 0.0	FIRE 0.0	
WOOD 0.0 THUNDER 0.0	DARKNESS 0,0	

PIPPY	Species: Bird
LEVEL 0 SIZE S	
HP/SP 50/5	MIND/BODY RESISTANCE 1/1
PHYSICAL/MAGICAL ATK	2.5/0.5
PHYSICAL/MAGICAL DEF	2.0/0.5
PHYSICAL/MAGICAL ACC	2.0/1.0
PHYSICAL/MAGICAL EVD	10/0.1
EARTH 0.0 WATER 0.0	FIRE 0.0
WOOD 0.2 THUNDER 0.0	DARKNESS 0.0

BAT	Species: Demon
LEVEL 0 SIZE S	
HP/SP 50/5	MIND/BODY RESISTANCE 1/1
PHYSICAL/MAGICAL ATK	2.5/1.0
PHYSICAL/MAGICAL DEF	2.0/15
PHYSICAL/MAGICAL ACC	2.0/2.0
PHYSICAL/MAGICAL EVD	10/30
EARTH 0.0 WATER 0.0	FIRE 0.0
WOOD 0.0 THUNDER 0.0	DARKNESS 1.0

MINNOW		Species: Fish
LEVEL O SIZE S		
HP/SP 50/5	MIND/BODY RE	SISTANCE 1/1
PHYSICAL/MAGICAL ATK	2.5/0.5	
PHYSICAL/MAGICAL DEF	2.0/0.5	
PHYSICAL/MAGICAL ACC	2.0/1.0	
PHYSICAL/MAGICAL EVD	10/0.1	
EARTH 0.0 WATER 0.2	FIRE 0.0	M/W =
WOOD 0.0 THUNDER 0.0	DARKNESS 0.0	

RAZINE		Species: Warrior (M)
LEVEL 0 SIZE S		
HP/SP 50/5	MIND/BODY RESIS	TANCE 1/1
PHYSICAL/MAGICAL ATK	2.5/0.5	632
PHYSICAL/MAGICAL DEF	2.0/0.5	V.SC
PHYSICAL/MAGICAL ACC	2.0/1.0	
PHYSICAL/MAGICAL EVD	10/0.1	
EARTH 0.0 WATER 0.0	FIRE 0.0	
WOOD 0.0 THUNDER 0.5	DARKNESS 0.0	

LONG LIVED	Species: Magic-User (M)
LEVEL 0 SIZE S	Adv
HP/SP 50/5	MIND/BODY RESISTANCE 1/1
PHYSICAL/MAGICAL ATK	0.5/1.0
PHYSICAL/MAGICAL DEF	1.0/15
PHYSICAL/MAGICAL ACC	1.0/2.0
PHYSICAL/MAGICAL EVD	10/30
EARTH 0.0 WATER 0.0	FIRE 0.0
WOOD 0.0 THUNDER 0.0	DARKNESS 0.0

KAKASINGER		Species: Golem
LEVEL 0 SIZE S		
HP/SP 50/5	MIND/BODY RE	SISTANCE 1/100
PHYSICAL/MAGICAL ATK	2.5/0.5	
PHYSICAL/MAGICAL DEF	15/0.5	4
PHYSICAL/MAGICAL ACC	2.0/1.0	
PHYSICAL/MAGICAL EVD	10/0.1	
EARTH 1.0 WATER 0.0	FIRE 0.0	
WOOD 0.0 THUNDER 0.0	DARKNESS 0.0	

MONKEY CRAI	8	Species Crustacean
LEVEL 0 SIZE S		
HP/SP 50/5	MIND/BODY RE	SISTANCE 10/1
PHYSICAL/MAGICAL ATK	2.5/0.5	
PHYSICAL/MAGICAL DEF	15/0.5	
PHYSICAL/MAGICAL ACC	2.0/1.0	
PHYSICAL/MAGICAL EVD	10/0.1	The second second
EARTH 0.0 WATER 0.0	FIRE 0.0	7 20
WOOD 0.0 THUNDER 0.0	DARKNESS 0.0	

MOAI	Species: Earth Elemental
LEVEL 0 SIZE S	
HP/SP 50/5	MIND/BODY RESISTANCE 10/1
PHYSICAL/MAGICAL ATK	2.5/0.5
PHYSICAL/MAGICAL DEF	15/0.5
PHYSICAL/MAGICAL ACC	2.0/1.0
PHYSICAL/MAGICAL EVD	10/0.1
EARTH 1.0 WATER 0.0	FIRE 0.0
WOOD 0.0 THUNDER 0.0	DARKNESS 0.0

GREMLIN	Species: Goblin	
LEVEL 0 SIZE S		
HP/SP 50/5	MIND/BODY RESISTANCE 1/1	
PHYSICAL/MAGICAL ATK	2.5/0.5	
PHYSICAL/MAGICAL DEF	2.0/0.5	
PHYSICAL/MAGICAL ACC	2.0/1.0	
PHYSICAL/MAGICAL EVD	10/0.1	
EARTH 0.2 WATER 0.0	FIRE 0.0	
WOOD 0.0 THUNDER 0.0	DARKNESS 0.0	

LITTLE DOGG	ie .	Species: Hound
LEVEL 0 SIZE S		
HP/SP 50/5	MIND/BODY RESISTANCE	1/10
PHYSICAL/MABICAL ATK	2.5/0.5	
PHYSICAL/MAGICAL DEF	2.0/0.5	
PHYSICAL/MAGICAL ACC	2.0/1.0	A STATE OF THE STA
PHYSICAL/MAGICAL EVD	10/0.1	2.4/
EARTH 0.0 WATER 0.0	FIRE 1.0	
WOOD 0.0 THUNDER 0.0	DARKNESS 0.0	

RE	SISTANCE 1/10
	18
1.0	
1.0	

LIMP KNIPE		Species: Knife
LEVEL 0 SIZE S		
HP/SP 50/5	MIND/BODY RESISTANCE	100/1
PHYSICAL/MAGICAL ATK	2.5/0.5	The second
PHYSICAL/MAGICAL DEF	2.0/0.5	189
PHYSICAL/MAGICAL ACC	2.0/1.0	
PHYSICAL/MAGICAL EVD	10/0.1	
EARTH 0.0 WATER 0.0	FIRE 0.0	A A
WOOD 0.0 THUNDER 0.0	DARKNESS 0.0	

WIGGLE SNAK	E	Species: Statue
LEVEL 0 SIZE S		
HP/SP 50/5	MIND/BODY RE	ESISTANCE 100/100
PHYSICAL/MAGICAL ATK	2.5/1.0	A
PHYSICAL/MAGICAL DEF	2.0/0.5	\$. F
PHYSICAL/MAGICAL ACC	2.0/2.0	
PHYSICAL/MAGICAL EVD	10/30	
EARTH 0.0 WATER 0.0	FIRE 0.0	
WOOD 0.0 THUNDER 1.0	DARKNESS 0.0	
DRAGON PUR		Cooring Livered

DRAGON PUP	PY	Species: Lizard
LEVEL 0 SIZE S		
HP/SP 50/5	MIND/BODY RES	ISTANCE 1/1
PHYSICAL/MAGICAL ATK	2.5/1.0	
PHYSICAL/MAGICAL DEF	2.0/0.5	
PHYSICAL/MAGICAL ACC	2.0/2.0	The Contract of the Contract o
PHYSICAL/MAGICAL EVD	10/0.1	
EARTH 0.0 WATER 0.0	FIRE 0.2	The state of the s
WOOD 0.0 THUNDER 0.0	DARKNESS 0.0	
		0

TWINKLE GR	Species: Plant	
LEVEL 0 SIZE S		
HP/SP 50/5	MIND/BODY RESISTAN	NCE 1/1
PHYSICAL/MAGICAL AT	< 2.5/0.5	
PHYSICAL/MAGICAL DE	= 2.0/0.5	
PHYSICAL/MAGICAL AC	= 2.0/1.0	
PHYSICAL/MAGICAL EV	> 10/0.1	may .
EARTH 0.0 WATER 0	0.0 FIRE	
WOOD 0.2 THUNDER 0	DARKNESS 0.0	1

CHA	RMER				Species: Snake
LEVEL (SIZE S				
HP/SP 5()/5		MIND/BOD	r RE	SISTANCE 1/1
PHYSICAL	/MAGICAL A	ATK	2.5/1.0		
PHYSICAL	/MAGICAL D	DEF	2.0/15		
PHYSICAL	MAGICAL A	ACC.	2.0/2.0		£ /
PHYSICAL	/MAGICAL E	EVD.	10/30		The same of the sa
EARTH 0.	WATER	0.0	FIRE	0.0	
WOOD 0.	THUNDER	0.0	DARKNESS	0.0	

FAKE MONEY		Spi	ecies: Mimic
LEVEL 0 SIZE S			
HP/SP 50/5	MIND/BODY RE	SISTANCE 1	00/100
PHYSICAL/MAGICAL ATK	2.5/0.5		1 4
PHYSICAL/MABICAL DEF	15/1.0	4	
PHYSICAL/MAGICAL ACC	2.0/1.0	de l	and the same of th
PHYSICAL/MABICAL EVD	10/30	The state of the s	136
EARTH 0.0 WATER 0.0	FIRE 0.0	(all)	
WOOD 0.0 THUNDER 0.0	DARKNESS 0.0		The state of

DEATH HEAD	Species: Undead
LEVEL 0 SIZE S	
HP/SP 50/5	MIND/BODY RESISTANCE 1/1
PHYSICAL/MAGICAL ATK	2.5/2.5
PHYSICAL/MAGICAL DEF	- 2.0/1.0
PHYSICAL/MAGICAL ACC	2.0/2.0
PHYSICAL/MAGICAL EVE	10/0.1
EARTH 0.0 WATER 0.0	0 FIRE 0.0
WOOD 0.0 THUNDER 0.0	DARKNESS 1.0

WIGGLY	Species: Insect
LEVEL 0 SIZE S	
HP/SP 50/5	MIND/BODY RESISTANCE 1/1
PHYSICAL/MAGICAL ATK	2.5/1.5
PHYSICAL/MAGICAL DEF	2.0/0.5
PHYSICAL/MAGICAL ACC	2.0/2.0
PHYSICAL/MADICAL EVD	10/0.1
EARTH 0.0 WATER 0.0	FIRE 0.0
WOOD 0.0 THUNDER 0.0	DARKNESS 0.0

ODORO				Species: Wraith
LEVEL 0 SIZE S				/
HP/SP 50/5		MIND/BODY	RE	SISTANCE 1/1
PHYSICAL/MAGICAL ATE	<	2.5/1.0		
PHYSICAL/MAGICAL DE	-	15/5.0		
PHYSICAL/MAGICAL AC	=	2.0/2.0		
PHYSICAL/MAGICAL EVE	>	10/5		
EARTH 0.0 WATER 0.	0 F	FIRE (0.0	
WOOD 0.0 THUNDER 0.	0 [DARKNESS (0.0	

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Event Characters

The sections that follow contain listings of each of the Goblins and bosses in this volume of .hack. These creatures are encountered through specific situations, such as an invite from the Board or via a boss fight deep in one of the dungeons.

GOBLINS

STEHONEY	Species: Goblin
LEVEL 5 SIZE S DATA DRAIN MONSTER NA	
HP/SP/PP 190/55/-1 MIND/BODY RESISTANCE	≥E 20/100
PHYSICAL/MAGICAL ATK 5.5/1.0	
PHYSICAL/MAGICAL DEF 10.5/26.5	
PHYSICAL/MAGICAL ACC 7.5/5.0	Mary A
PHYSICAL/MAGICAL EVD 1.6/99	A TOP A STATE OF THE PARTY OF T
EARTH 2.7 WATER 0.5 FIRE 0.5	1 12
WOOD 0.5 THUNDER 0.5 DARKNESS 0.5	
SKILLS N/A	
DATA DRAIN ITEMS	
N/A	A. A.

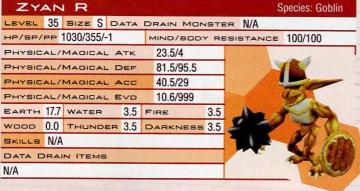
	40	N	E				Species: Goblin
	LEVEL	10	SIZE S D.	ATA	DRAIN MON	STE	R N/A
ı	HP/SP/	PP (330/105/-1		MIND/BODY	RE	SISTANCE 100/30
	PHYSIC	AL/I	MAGICAL A	TK	8.5/1.5		
	PHYSIC	AL/I	MAGICAL D	PEF	19/38		
	PHYSIC	AL/I	MAGICAL A	.cc	13/9		Charles In
	PHYSIC	AL/I	MAGICAL E	VD.	13.1/99		Set March
ľ	EARTH	5.2	WATER	1.0	FIRE	1.0	
ľ	WOOD	0.0	THUNDER	1.0	DARKNESS	1.0	
۱	SKILLS	N/A					
	DATA E	PAI	N ITEMS				W 64 X
ľ	N/A						4

ZYAN		Species: Goblin
LEVEL 15 SIZE S DATA	DRAIN MONSTER	≈ N/A
HP/SP/PP 470/155/-1	MIND/BODY RES	BISTANCE 100/100
PHYSICAL/MABICAL ATK	11.5/2.0	A .
PHYSICAL/MAGICAL DEF	27.5/49.5	
PHYSICAL/MAGICAL ACC	18.5/13	
PHYSICAL/MAGICAL EVD	4.6/999	
EARTH 7.7 WATER 1.5	FIRE 1.5	A STATE OF THE STA
WOOD 0.0 THUNDER 1.5	DARKNESS 1.5	I am The Car
SKILLS N/A		- 120 /ag
DATA DRAIN ITEMS		
N/A		

					ans.
ALB	ERT				Species: Goblin
LEVEL 2	SIZE S	ATA	DRAIN MON	ISTE	R N/A
HP/SP/PF	> 750/255/-1		MIND/BODY	r RE	SISTANCE 0/100
PHYSICAL	/MAGICAL	ATK	17.5/3.0		The state of
PHYSICAL	-/MAGICAL	DEF	95/999		
PHYSICAL	-/MAGICAL	ACC	29.5/21		
PHYSICAL	-/MABICAL	EVD	67.5/999		
EARTH 12	2.7 WATER	2.5	FIRE	2.5	
WOOD 0.	0 THUNDER	₹ 2.5	DARKNESS	2.5	N. J. Land
SKILLS	I/A				
DATA DR	AIN ITEMS				
N/A					

MARTINA	S	pecies: Goblin
LEVEL 30 SIZE S DATA	DRAIN MONSTER N/A	
HP/SP/PP 890/305/-1	MIND/BODY RESISTANCE	100/100
PHYSICAL/MABICAL ATK	20.5/7.0	4
PHYSICAL/MAGICAL DEF	85/999	- 35
PHYSICAL/MAGICAL ACC	35/25	
PHYSICAL/MAGICAL EVD	79/999	1
EARTH 99 WATER 99	FIRE 99	CONTRACTOR OF THE PARTY OF THE
WOOD 99 THUNDER 99	DARKNESS 99	
SKILLS Rig Saem, Dek Do	Chie 3	
DATA DRAIN ITEMS		24
N/A		4343

JONUE R		Species: Goblin
LEVEL 30 SIZE S DATA	DRAIN MONSTER	N/A
HP/SP/PP 890/305/-1	MIND/BODY RESIS	TANCE 100/70
PHYSICAL/MAGICAL ATK	20.5/3.5	
PHYSICAL/MAGICAL DEF	73/84	
PHYSICAL/MAGICAL ACC	35/25	
PHYSICAL/MAGICAL EVD	39.1/99	400
EARTH 15.2 WATER 3	FIRE 3	1
WOOD 0.0 THUNDER 3	DARKNESS 3	
SKILLS N/A	T T	
DATA DRAIN ITEMS	<i>V</i>	
N/A		4
		77



AL	BE	RT R			Species: Goblin
LEVEL	40	SIZE S D	ATA	DRAIN MONSTE	R N/A
HP/SP/	/PP	1170/405/-1		MIND/BODY RE	SISTANCE 0/100
PHYSIC	AL/	MAGICAL A	ATK	26.5/4.5	Village
PHYSIC	AL/	MAGICAL E	DEF	90/999	
PHYSIC	AL/	MAGICAL A	ACC.	46/33	
PHYSIC	AL/	MAGICAL E	EVD.	62/999	
EARTH	15	WATER	4	FIRE 4	
WOOD	0	THUNDER	4	DARKNESS 4	
SKILLS N/A					
DATA D	DRAI	N ITEMS			
N/A	- 11-	DETECT OF			

MAR	TINA R		Species: Goblin
LEVEL 45	SIZE S DA	TA DRAIN MONST	ER N/A
HP/SP/PF	1310/455/-1	MIND/BODY R	ESISTANCE 25/100
PHYSICAL	/MAGICAL AT	× 29.5/5	V V
PHYSICAL	/MAGICAL DE	999/36.5	1 055
PHYSICAL	/MAGICAL AC	51.5/37	
PHYSICAL	/MAGICAL EV	°D 999/1	
EARTH 18	WATER 1	8 FIRE 18	49
WOOD 18	THUNDER 1	8 DARKNESS 18	0 2
SKILLS R	g Saem, Dek Do	1 2 N	
DATA DR	AIN ITEMS		
N/A			The section
1000			

Monster-Only Skills

The vast majority of the skills used by the monsters in battle are identical to the ones Kite and his friends have at their disposal. Nevertheless, there are a few special skills that only a select number of monsters can utilize. These skills are listed in the following table.

PHYSICAL	ATTACK SKI	LLS				
NAME	SKILL	ELEMENT	TARGET	ATK	ACC	SP
General Armor	Iron Ball (x3)	N/A	Unit	2	0	0
Metal Emperor	Triple Crush	N/A	Unit	5	15	0
Scorpion Tank	Tail	N/A	Unit	5	50	0
Iron Ball Freak	Two-Hand Bash	Darkness	Unit	5	5	0
Flameheads	Breath (x4)	Fire	Group	10	3	0
Sword of Chaos	Spin Slash (x3)	N/A	Group	1	5	0
Dust Curse	Spin Slash (x3)	N/A	Group	1	5	0
Armor Shogun	Wild Shot (x11)	Fire	Unit	1	5	0
Lead Snakoid	Two-Hand Slash (x7)	N/A	Group	5	15	0
Red Wyrm	Breath	Fire	Group	5	50	0
Lamia Fighter	Bite (x5)	N/A	Unit	1	5	0

1	MAGIC	AL ATT	ACK SK	ILLS				
	NAME	SKILL	LEVEL	ELEMENT	TARGET	ATK	ACC	SP
	Dark Rider	BiAni Don	2	Darkness	Group	8	20	20

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OFFICIAL STRATEGY GUIDE

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OFFICIAL STRATEGY GUIDE

Kite still has more questions than answers. His friend, Orca, is still in a coma and no one seems to know what to do to cure him. Kite does manage to locate Aura, an enigmatic being who may be the key to this mystery. Unfortunately, a fiendish foe known as Skeith drains Aura, apparently destroying her.

With this lead now history, the only thing left to do is log back in to "The World" and continue the journey.

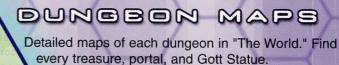
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BOSS FIGHT MU GUARDIAN



remember that while tradi our party members gifts with n

ITEM TRADING LIST

Exhaustive item inventory of every player character in the game.

	THADE ITEMS
BlackRose	Speed Charm*, Fortune Wire ()
Elk	Speed Charm*, Pain Giver, Qua
Gardenia	Speed Charm*, Health Charm,
Marlo	Speed Charm*, Silver Rod, By
Mia .	Speed Charm*, The Lovers
Mistral	Speed Charm*, Fairy's Or
Moonstone	Speed Charm*, Ninja Ay
Nuke Usagimaru	Speed Charm*, Patric
Piros	Speed Charm*, Griy
Rachel	Speed Charm*, E



Bestiary Stats

All enemy stats revealed, including Data Drain items.

BQUIPMENT, ITEM, AND SKILLS LISTS

A complete listing of all the items in the game.



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